DISCOVER LEGO® TOY: DOOPER WITH FIVE WEAPONS!

LEGO DREAMZZZ™

YOUR LEGO® TOY:

Giant crystal

1 HEAD - 2 FACES:

DOOPER

Rugged backpack plus five weapons

STAY OUT OF THE CAVE!
Unleash the power of Dream Sand!

Cool posters!

REVEALED!

Cyber Brain's epic plans

ALIEN ATTACK!

Can the chasers destroy the cosmic creatures?

ACTION-PACKED COMIC 12 PAGES!

SWISSHHHH!
THERE'S NO TIME TO WASTE!

IMMEDIATE
a Burda company
DISCOVER: LEGO® DREAMZZZ
ISSUE 11 £4.99
9 773029 002980 19>

Warning!
Choking hazard.
Small parts.

0-3

CE UKCA

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LET'S GET STARTED!

HELP US DEFEND THE DREAM WORLD FROM ITS CYBER ENEMIES! SOLVE THE PUZZLES, READ THE COMIC AND GIVE THE DREAM CHASER TRAINING COURSE EVERYTHING YOU'VE GOT. WHAT ARE YOU WAITING FOR, BRO?!

FUN FACT: CYBER BRAIN IS DAFT!

CONTENT

4 Comic: Sleep for the Stars (1)
9 Create: Dream World Drawing
10 Comic: Sleep for the Stars (2)
17 Poster: Never Witch's cave
18 Poster: Sandman
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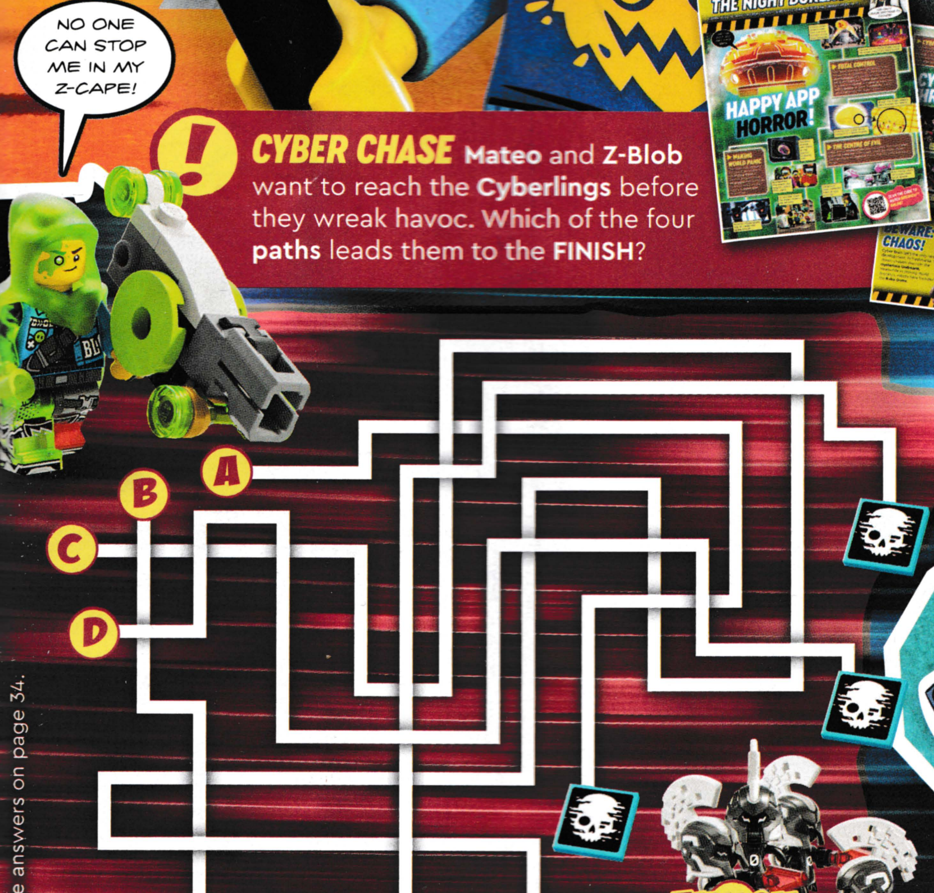
22 Toy: Dooper
24 Game: Chaos Canyon!
26 Puzzle: Right on Target
28 Training: Part 1
29 Facts: The Happy App
31 Training: Part 2
32 Set: Blast of Colours
34 Answers

SECRETS FROM THE NIGHT BUREAU!
FILE NO.11
FACTS
HAPPY APP HORROR!
CYBER THREAT!
GIGA MECH!
BEWARE: CHAOS!

CYBER CHASE

Mateo and **Z-Blob** want to reach the **Cyberlings** before they wreak havoc. Which of the four **paths** leads them to the **FINISH**?


NO ONE CAN STOP ME IN MY Z-CAPE!
A
B
C
D
FINISH

Find the answers on page 34.

ENJOYING THE MAGAZINE?

Have any **questions**, **requests** or **suggestions**? Then write to us – we would love to hear from you!

LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT

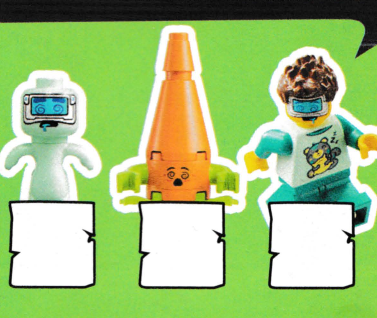
Or email us at
LEGO.DREAMZzz@immediate.co.uk

DREAMCRAFT

You'll find **dream clouds** like this throughout the magazine. They're full of ideas about how you can use your **LEGO® bricks** to boost your **imagination**. Complete the tasks to become a **LEGO® dream chaser**!

DISTRACTED DREAMERS

The Happy App has got a **Dreamling**, a **dream carrot** and a **dreamer** so confused that they are now lost in this magazine. **Find** them and enter the **correct page numbers**.

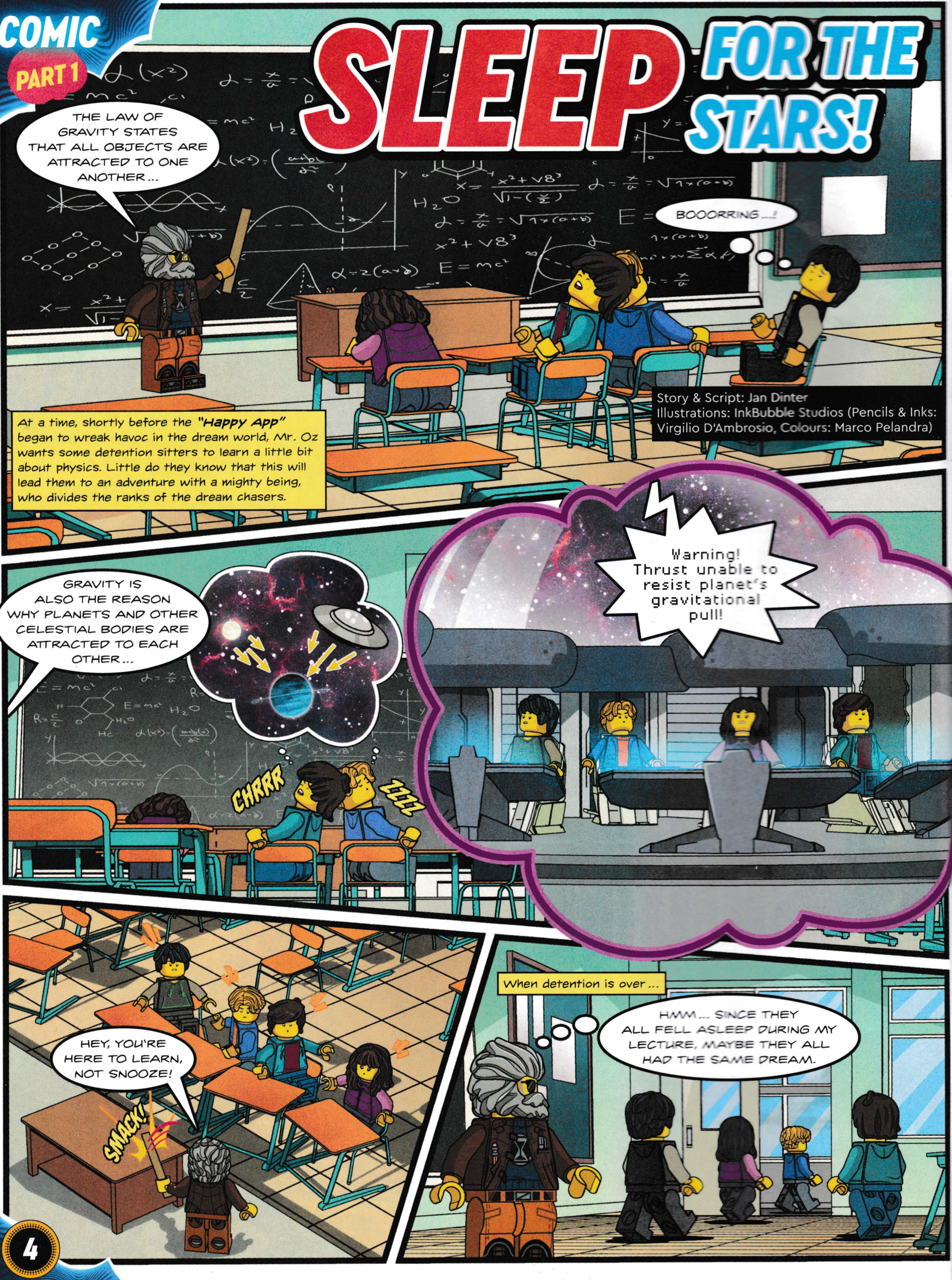


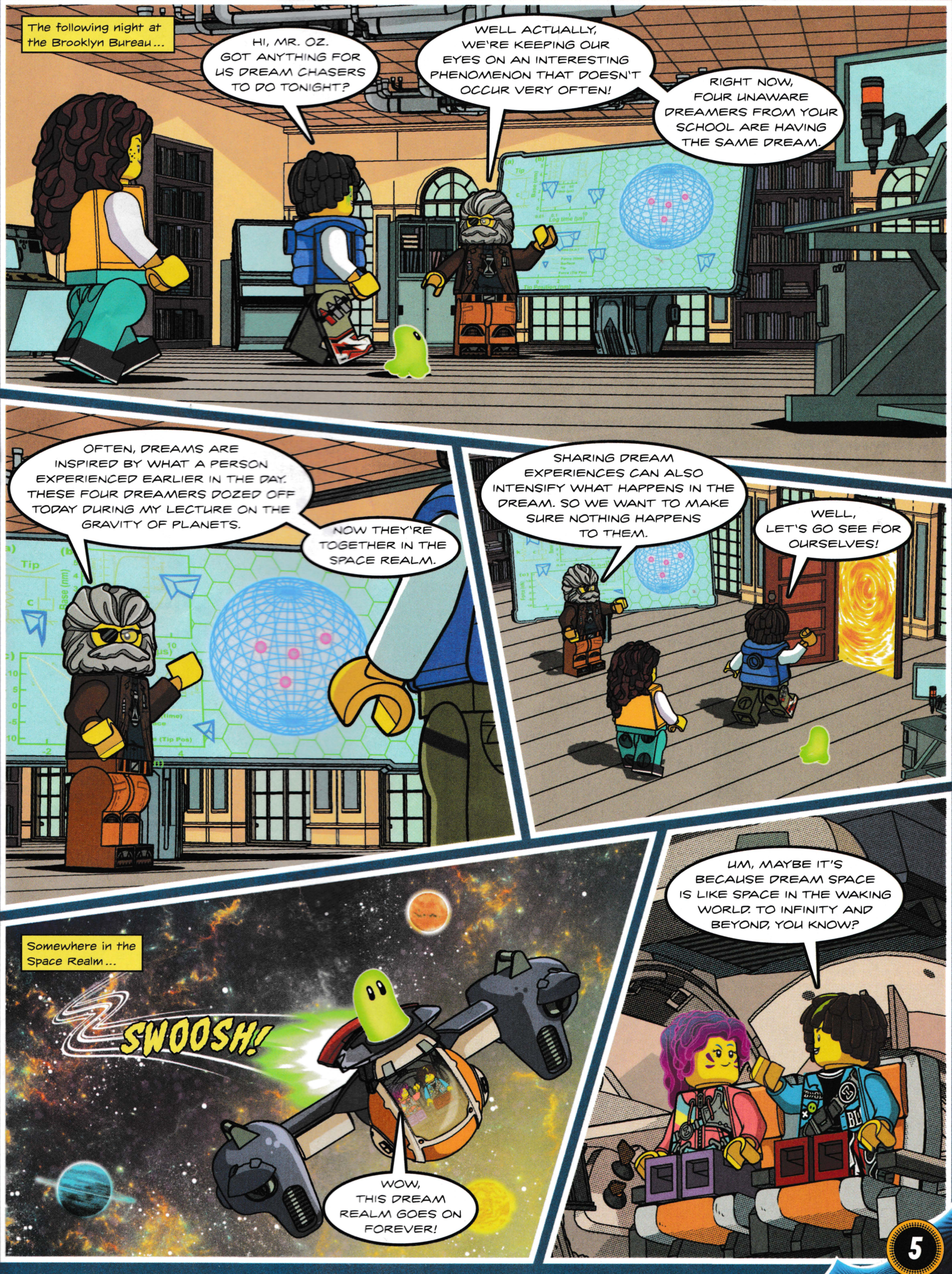
DISCOVER THE SPACE REALM IN THE COMIC

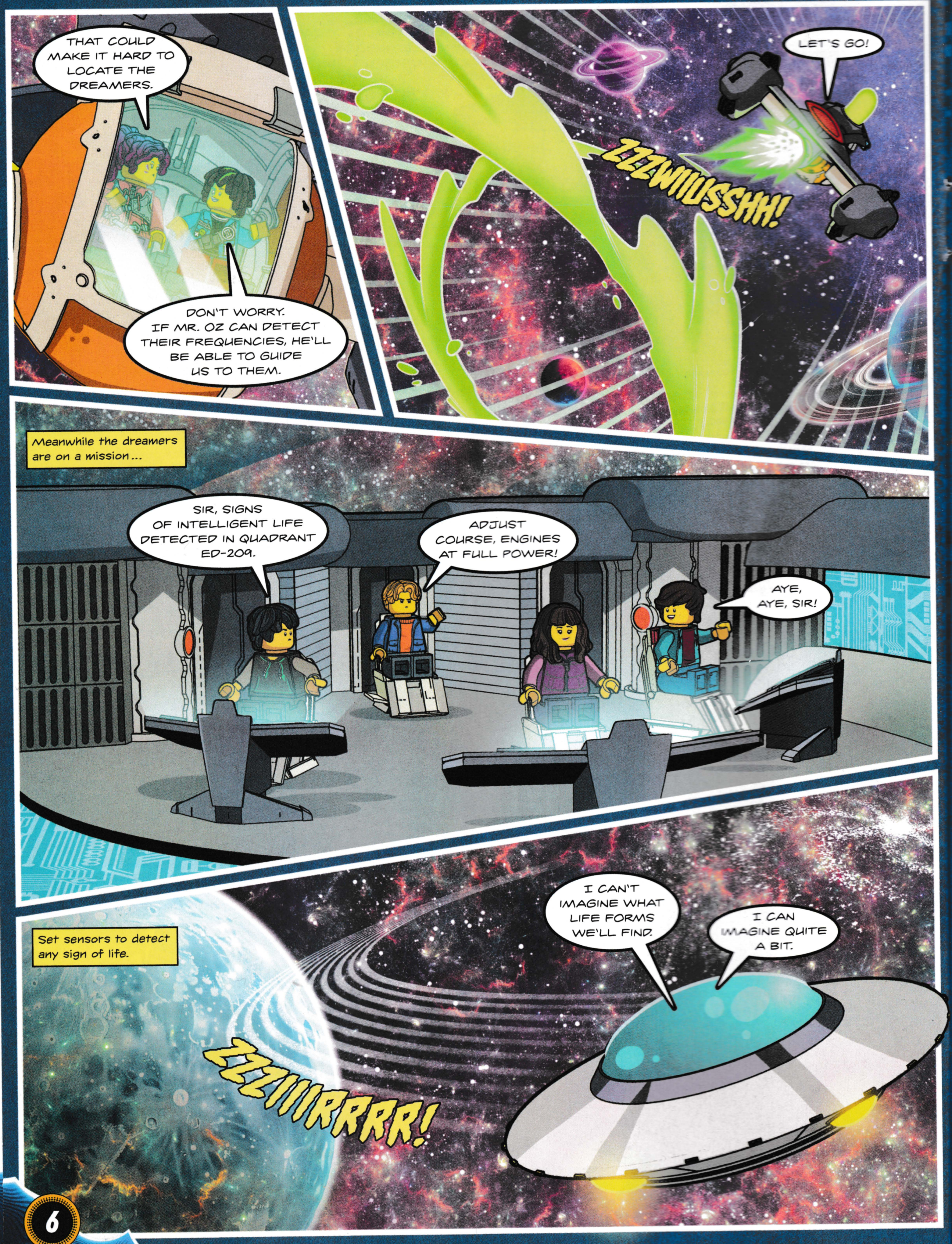
SWUUUSSH!
MAN, THIS REALM GOES ON FOREVER!

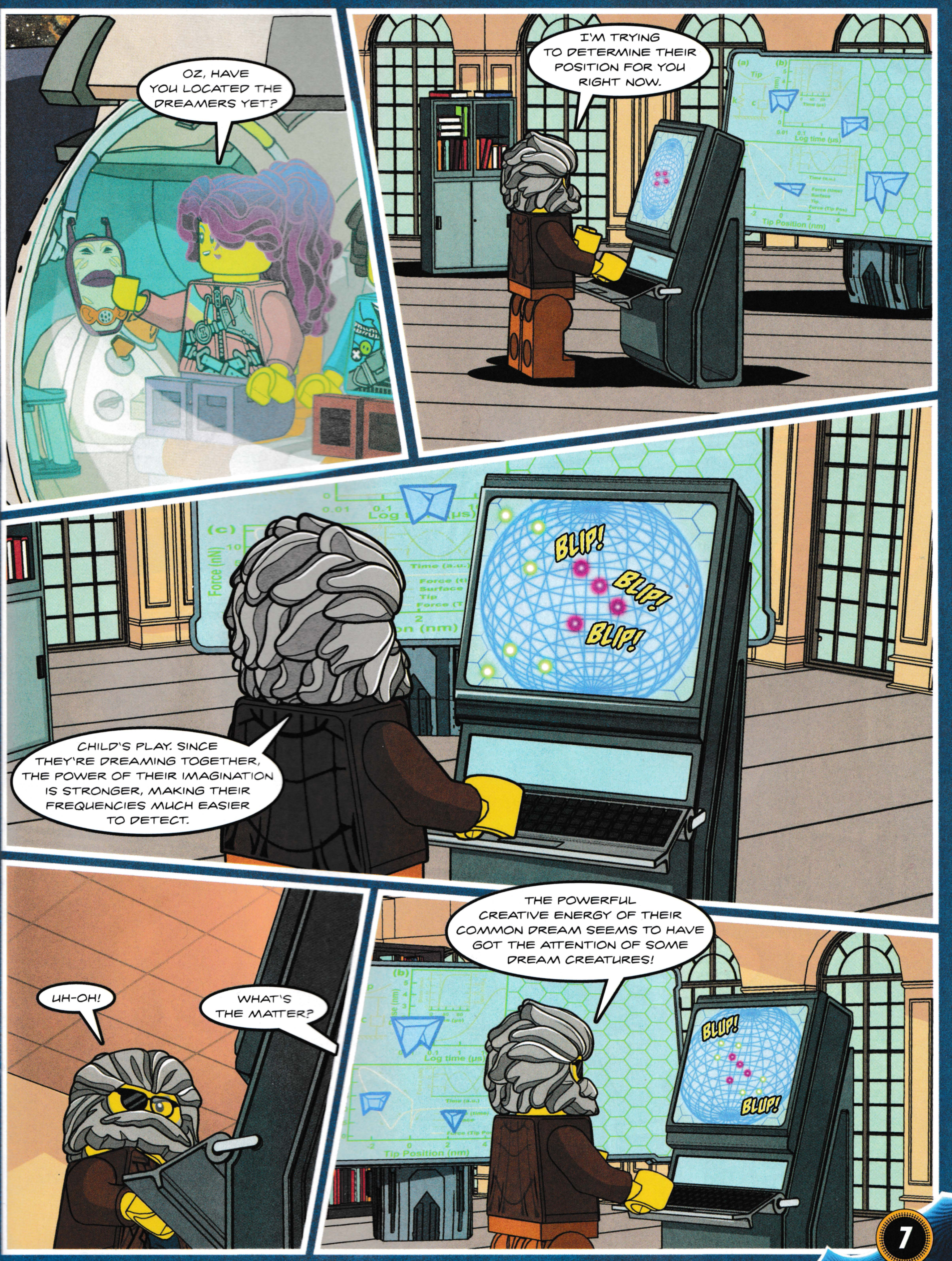
SLEEP FOR THE STARS!

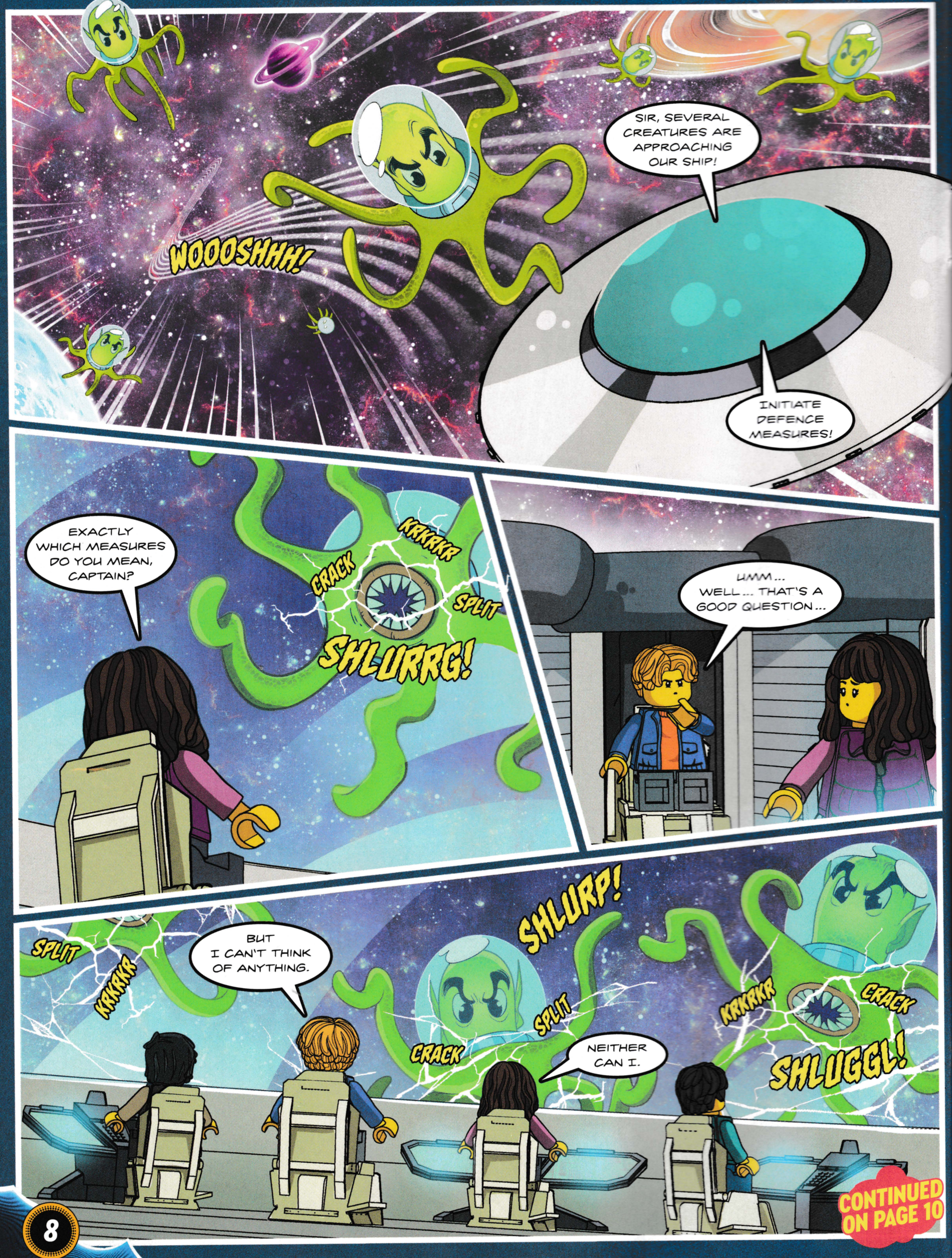
Story & Script: Jan Dinter
Illustrations: InkBubble Studios (Pencils & Inks: Virgilio D'Ambrosio, Colours: Marco Pelandra)


THE LAW OF GRAVITY STATES THAT ALL OBJECTS ARE ATTRACTED TO ONE ANOTHER ...
BOOORRING ...!
At a time, shortly before the "Happy App" began to wreak havoc in the dream world, Mr. Oz wants some detention sitters to learn a little bit about physics. Little do they know that this will lead them to an adventure with a mighty being, who divides the ranks of the dream chasers.
GRAVITY IS ALSO THE REASON WHY PLANETS AND OTHER CELESTIAL BODIES ARE ATTRACTED TO EACH OTHER ...
CHRRR
ZZZZ
Warning! Thrust unable to resist planet's gravitational pull!
HEY, YOU'RE HERE TO LEARN, NOT SNOOZE!
SMACK!
When detention is over ...
HMM ... SINCE THEY ALL FELL ASLEEP DURING MY LECTURE, MAYBE THEY ALL HAD THE SAME DREAM.


The following night at the Brooklyn Bureau...
HI, MR. OZ. GOT ANYTHING FOR US DREAM CHASERS TO DO TONIGHT?
WELL ACTUALLY, WE'RE KEEPING OUR EYES ON AN INTERESTING PHENOMENON THAT DOESN'T OCCUR VERY OFTEN!
RIGHT NOW, FOUR UNAWARE DREAMERS FROM YOUR SCHOOL ARE HAVING THE SAME DREAM.
OFTEN, DREAMS ARE INSPIRED BY WHAT A PERSON EXPERIENCED EARLIER IN THE DAY. THESE FOUR DREAMERS DOZED OFF TODAY DURING MY LECTURE ON THE GRAVITY OF PLANETS.
NOW THEY'RE TOGETHER IN THE SPACE REALM.
SHARING DREAM EXPERIENCES CAN ALSO INTENSIFY WHAT HAPPENS IN THE DREAM. SO WE WANT TO MAKE SURE NOTHING HAPPENS TO THEM.
WELL, LET'S GO SEE FOR OURSELVES!
Somewhere in the Space Realm...
SWOOSH!
WOW, THIS DREAM REALM GOES ON FOREVER!
UM, MAYBE IT'S BECAUSE DREAM SPACE IS LIKE SPACE IN THE WAKING WORLD. TO INFINITY AND BEYOND, YOU KNOW?


THAT COULD MAKE IT HARD TO LOCATE THE DREAMERS.
DON'T WORRY. IF MR. OZ CAN DETECT THEIR FREQUENCIES, HE'LL BE ABLE TO GUIDE US TO THEM.
LET'S GO!
ZZZWIIUSSHH!
Meanwhile the dreamers are on a mission...
SIR, SIGNS OF INTELLIGENT LIFE DETECTED IN QUADRANT ED-209.
ADJUST COURSE, ENGINES AT FULL POWER!
AYE, AYE, SIR!
Set sensors to detect any sign of life.
I CAN'T IMAGINE WHAT LIFE FORMS WE'LL FIND.
I CAN IMAGINE QUITE A BIT.
ZZZIIIIRRRRR!

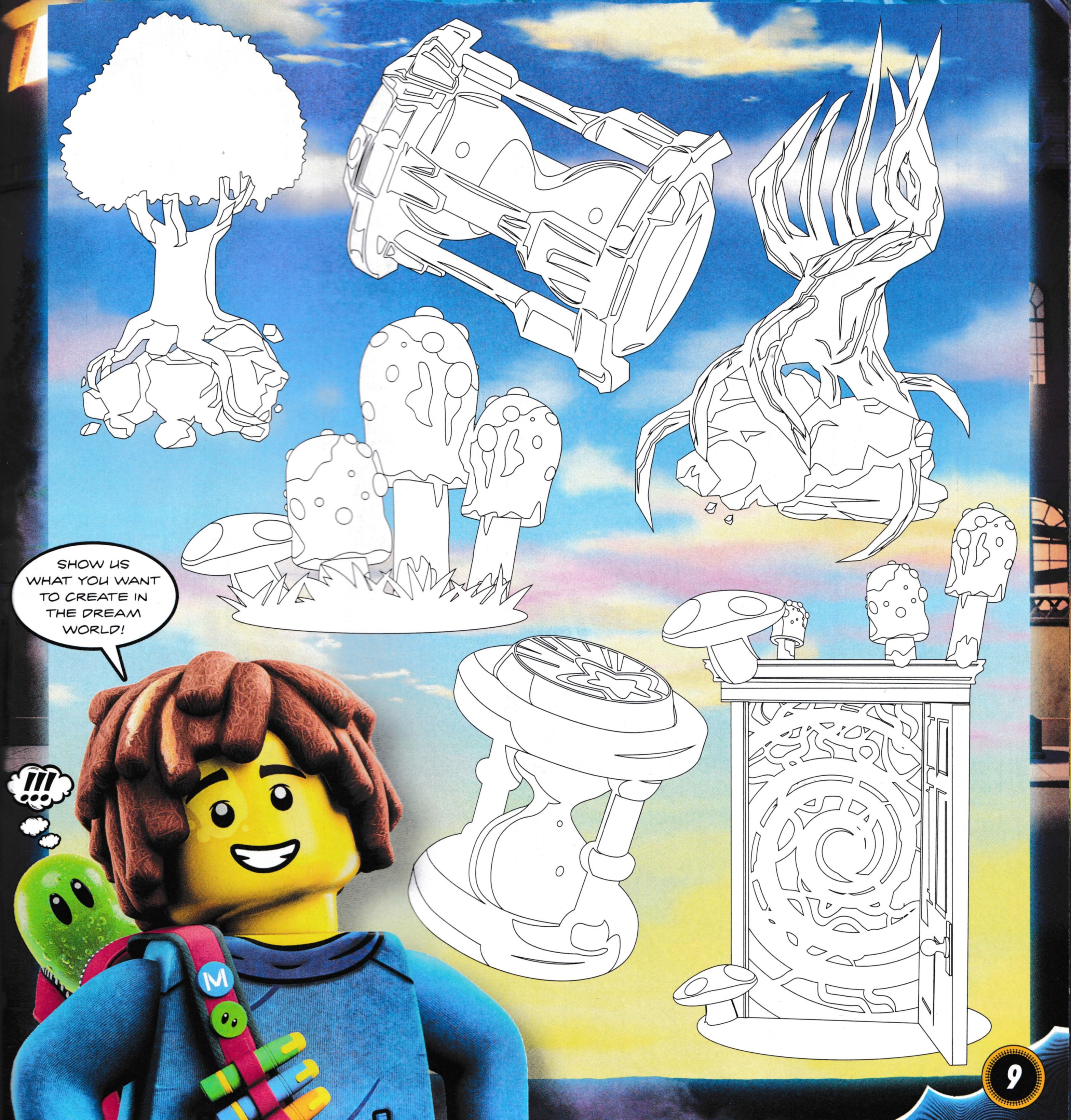

OZ, HAVE YOU LOCATED THE DREAMERS YET?
I'M TRYING TO DETERMINE THEIR POSITION FOR YOU RIGHT NOW.
BLIP!
BLIP!
BLIP!
CHILD'S PLAY. SINCE THEY'RE DREAMING TOGETHER, THE POWER OF THEIR IMAGINATION IS STRONGER, MAKING THEIR FREQUENCIES MUCH EASIER TO DETECT.
UH-OH!
WHAT'S THE MATTER?
THE POWERFUL CREATIVE ENERGY OF THEIR COMMON DREAM SEEMS TO HAVE GOT THE ATTENTION OF SOME DREAM CREATURES!
BLIP!
BLIP!

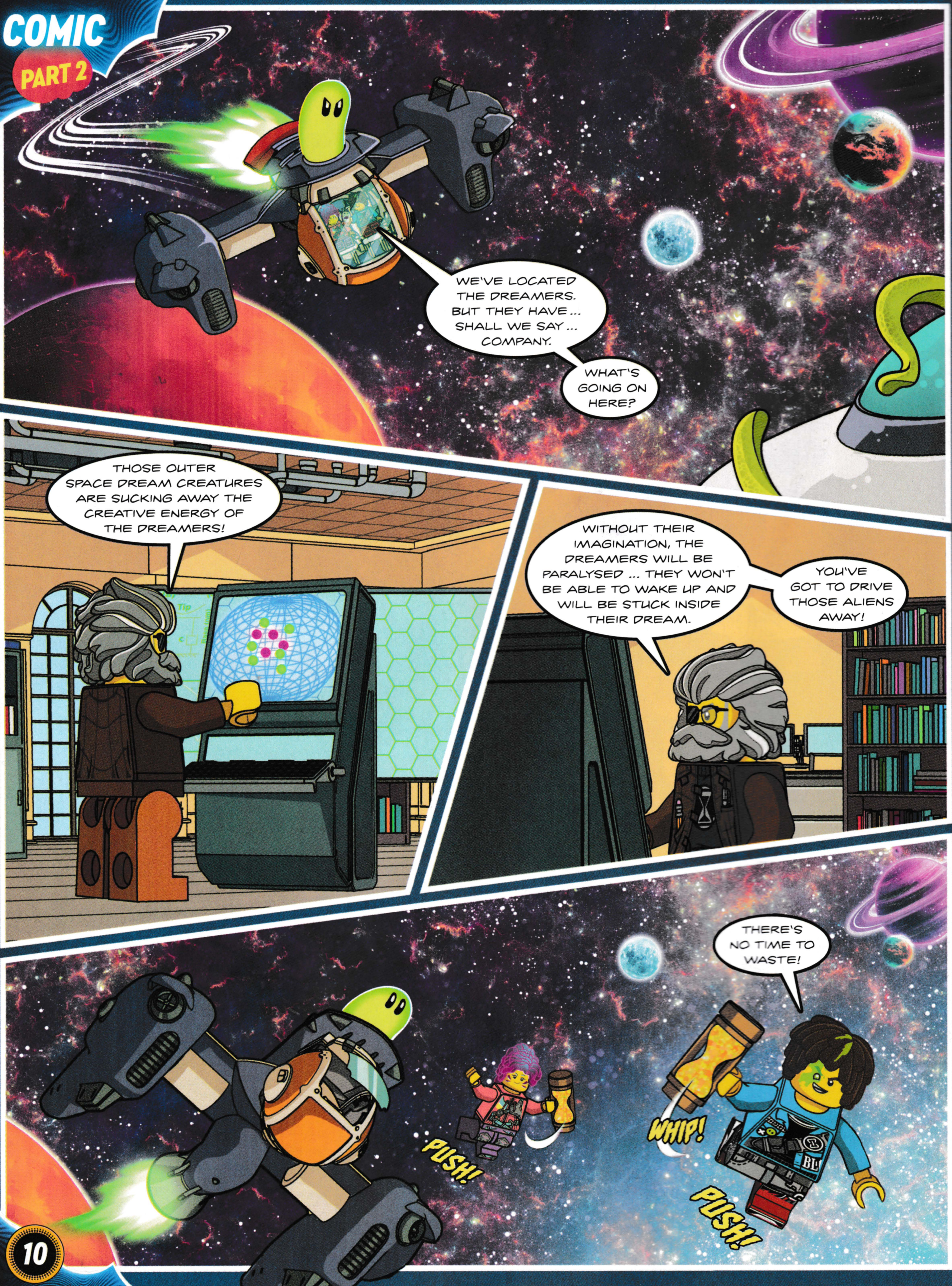

WOOOSHHH!
SIR, SEVERAL CREATURES ARE APPROACHING OUR SHIP!
INITIATE DEFENCE MEASURES!
EXACTLY WHICH MEASURES DO YOU MEAN, CAPTAIN?
KRKRKR
CRACK
SPLIT
SHLURRG!
UMM... WELL... THAT'S A GOOD QUESTION...
SPLIT
KRKRKR
BUT I CAN'T THINK OF ANYTHING.
SHLURP!
SPLIT
CRACK
NEITHER CAN I.
KRKRKR
CRACK
SHLUGGL!

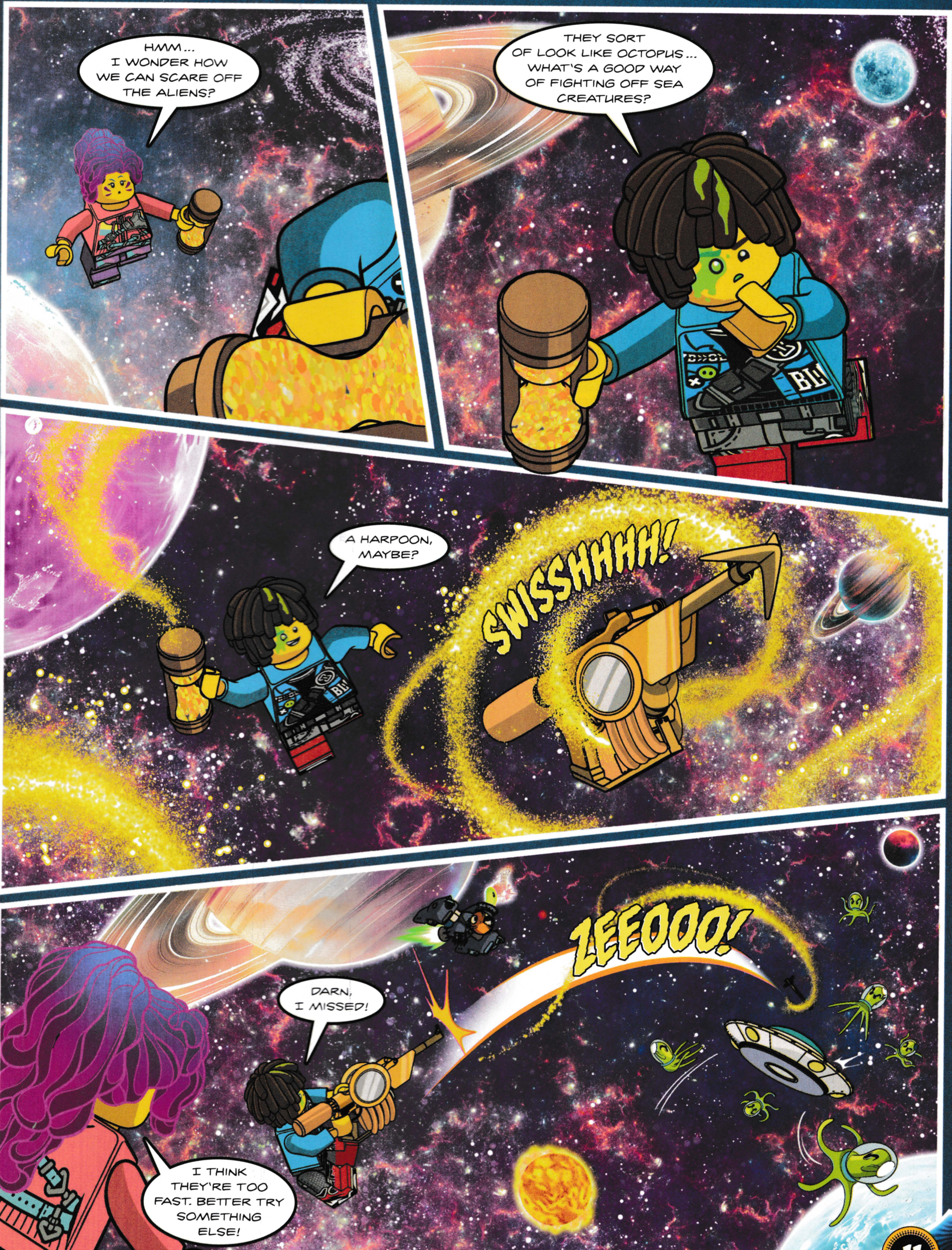
CONTINUED ON PAGE 10

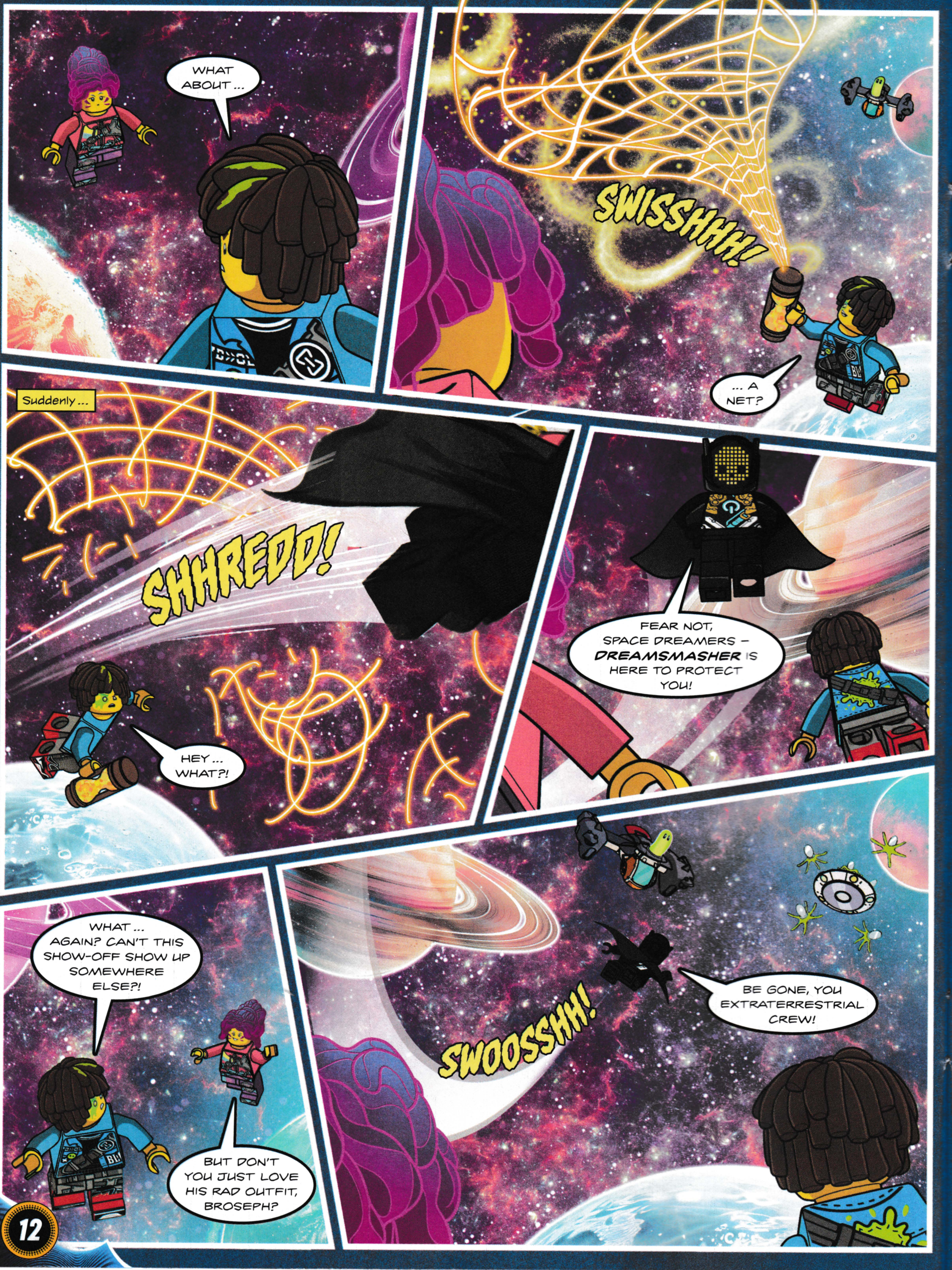
Dream Drawing

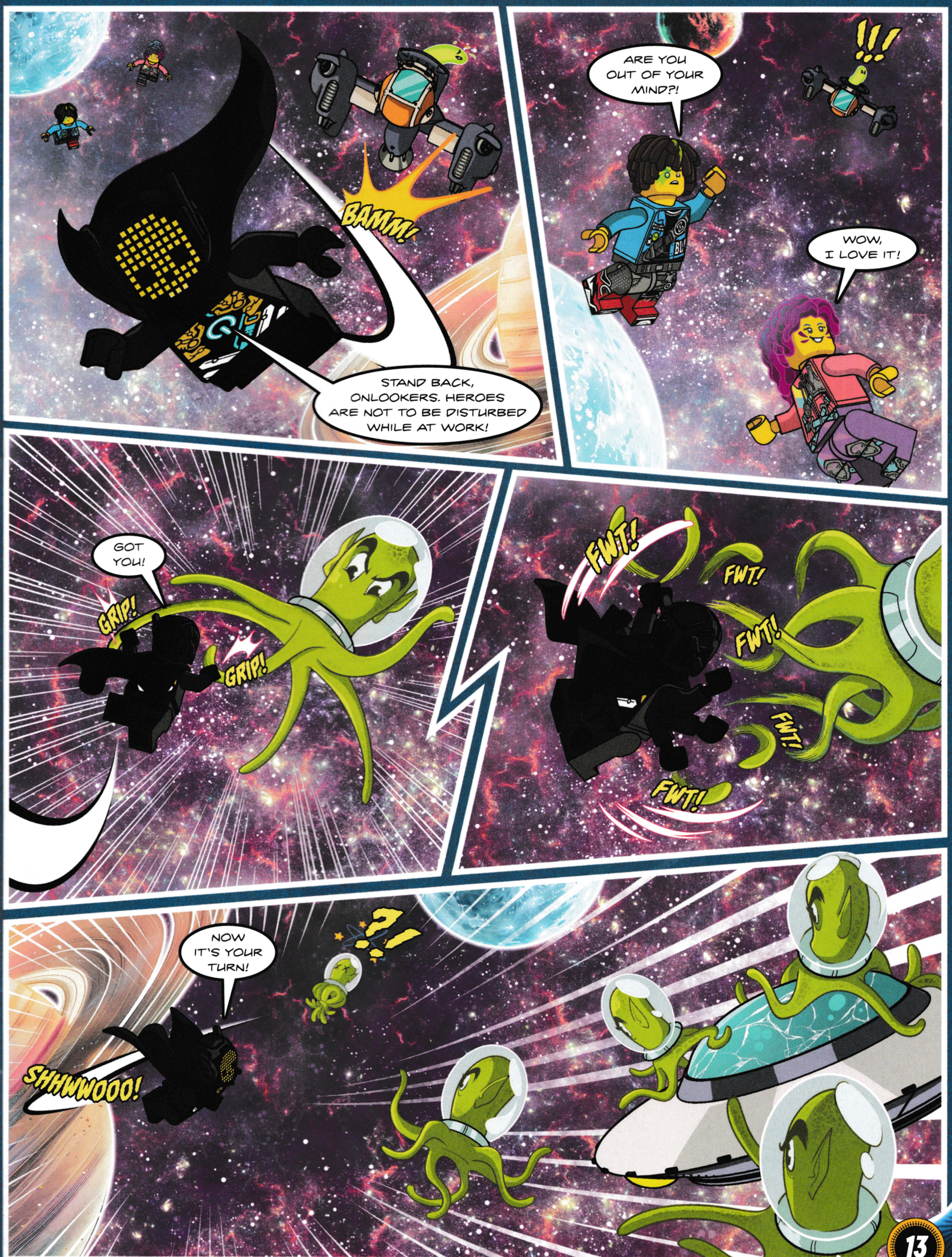
Mateo has stumbled upon an **unfinished picture**. Grab your **pens** and complete it so that the items shown exist in the Dream World!

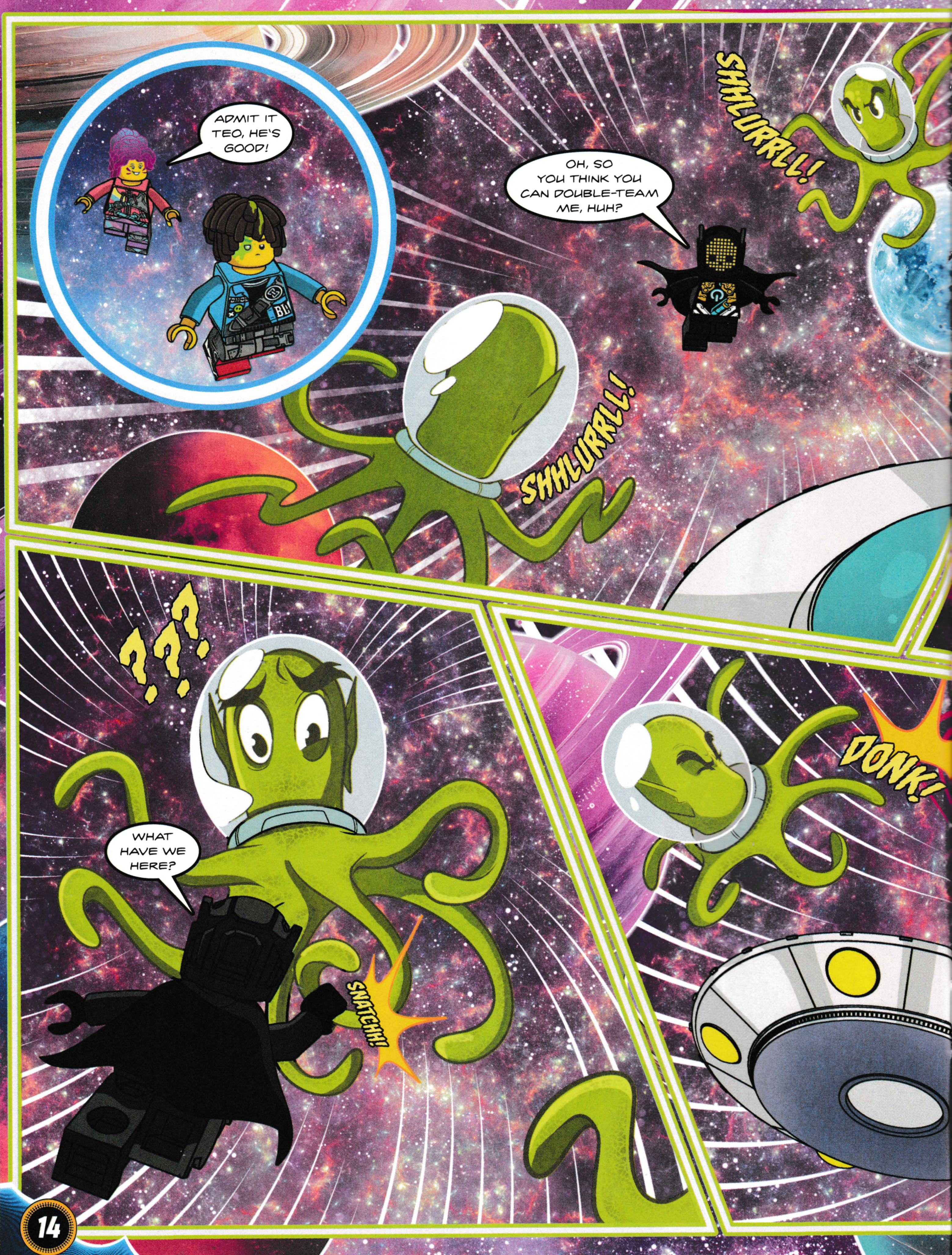

SHOW US WHAT YOU WANT TO CREATE IN THE DREAM WORLD!
!!!

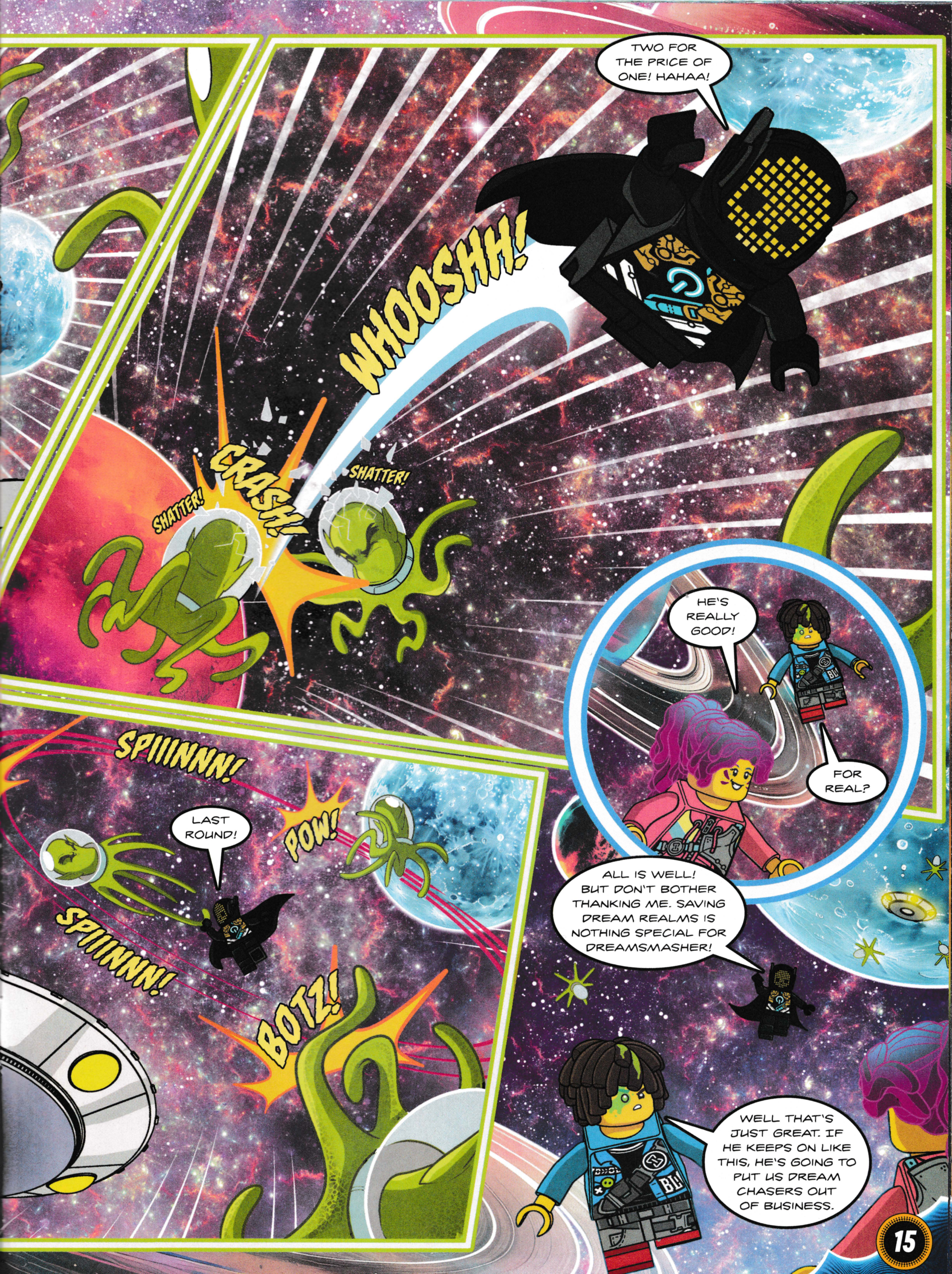

WE'VE LOCATED THE DREAMERS. BUT THEY HAVE... SHALL WE SAY... COMPANY.
WHAT'S GOING ON HERE?
THOSE OUTER SPACE DREAM CREATURES ARE SUCKING AWAY THE CREATIVE ENERGY OF THE DREAMERS!
WITHOUT THEIR IMAGINATION, THE DREAMERS WILL BE PARALYSED ... THEY WON'T BE ABLE TO WAKE UP AND WILL BE STUCK INSIDE THEIR DREAM.
YOU'VE GOT TO DRIVE THOSE ALIENS AWAY!
THERE'S NO TIME TO WASTE!
PUSH!
WHIP!
PUSH!

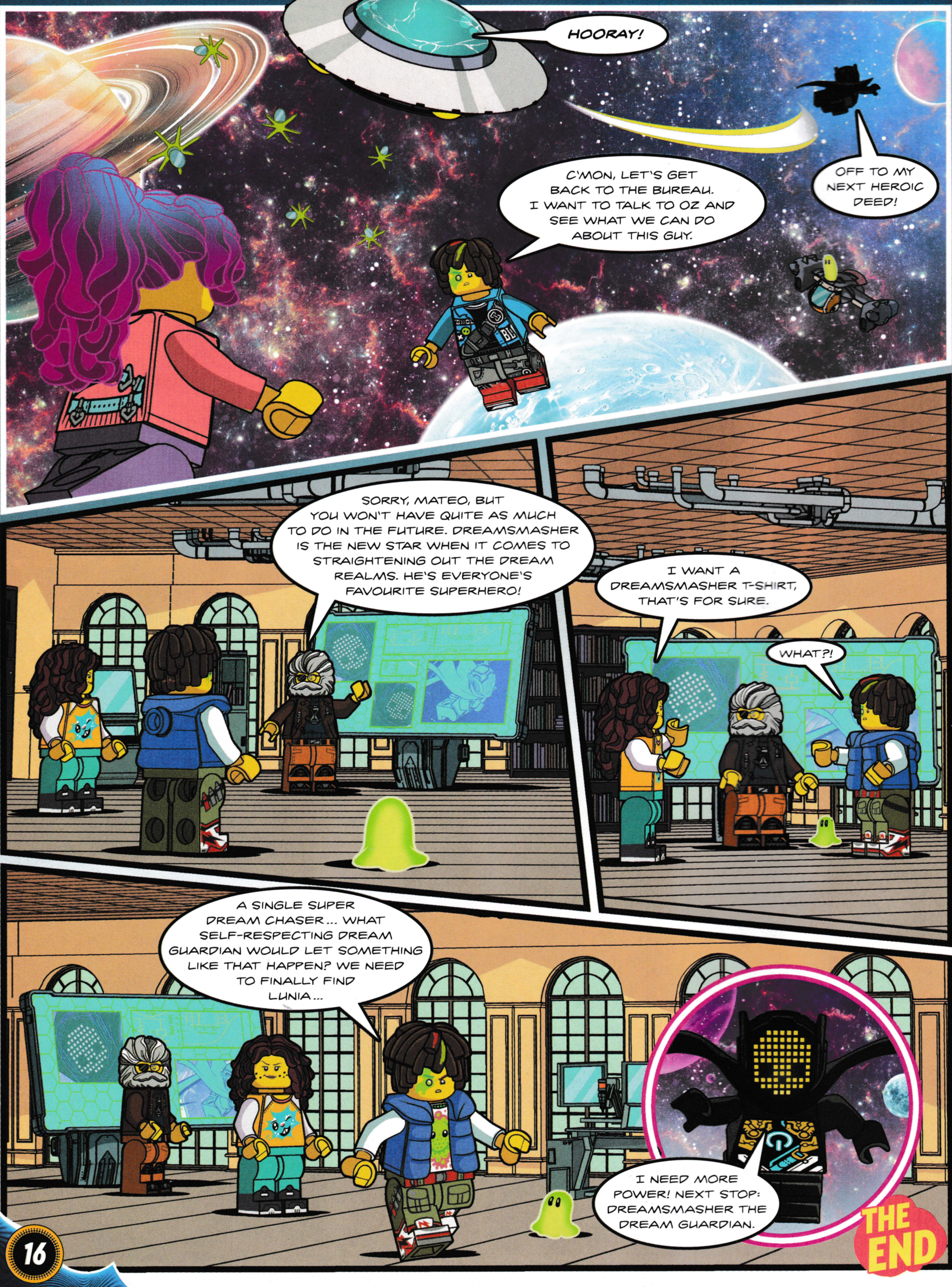

HMM...
I WONDER HOW
WE CAN SCARE OFF
THE ALIENS?
THEY SORT
OF LOOK LIKE OCTOPUS...
WHAT'S A GOOD WAY
OF FIGHTING OFF SEA
CREATURES?
A HARPOON,
MAYBE?
SWISSHHHH!
ZEEOOO!
DARN,
I MISSED!
I THINK
THEY'RE TOO
FAST. BETTER TRY
SOMETHING
ELSE!


WHAT ABOUT ...
SWISSHHH!
... A NET?
Suddenly ...
SHHREDD!
HEY ... WHAT?!
FEAR NOT, SPACE DREAMERS – **DREAMSMASHER** IS HERE TO PROTECT YOU!
WHAT ... AGAIN? CAN'T THIS SHOW-OFF SHOW UP SOMEWHERE ELSE?!
BUT DON'T YOU JUST LOVE HIS RAD OUTFIT, BROSEPH?
SWOOSSHH!
BE GONE, YOU EXTRATERRESTRIAL CREW!


BAMM!
STAND BACK, ONLOOKERS. HEROES ARE NOT TO BE DISTURBED WHILE AT WORK!
ARE YOU OUT OF YOUR MIND?!
!!!
WOW, I LOVE IT!
GOT YOU!
GRIP!
GRIP!
FWT!
FWT!
FWT!
FWT!
FWT!
NOW IT'S YOUR TURN!
?!
SHHWWOOO!


ADMIT IT TEO, HE'S GOOD!
SHHLURRLL!
OH, SO YOU THINK YOU CAN DOUBLE-TEAM ME, HUH?
SHHLURRLL!
???
WHAT HAVE WE HERE?
SNATCHH!
DONK!


TWO FOR THE PRICE OF ONE! HAHAA!
WHOOSHH!
CRASH!
SHATTER!
SHATTER!
HE'S REALLY GOOD!
FOR REAL?
SPIIINNN!
LAST ROUND!
POW!
SPIIINNN!
BOTZ!
ALL IS WELL! BUT DON'T BOTHER THANKING ME. SAVING DREAM REALMS IS NOTHING SPECIAL FOR DREAMSMASHER!
WELL THAT'S JUST GREAT. IF HE KEEPS ON LIKE THIS, HE'S GOING TO PUT US DREAM CHASERS OUT OF BUSINESS.

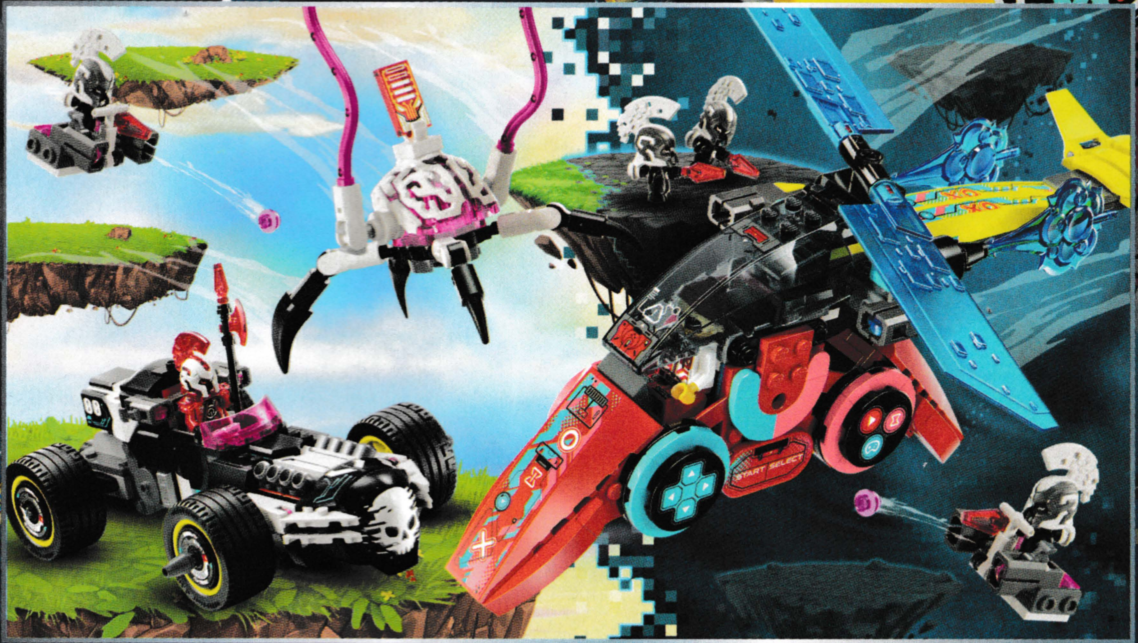

HOORAY!
C'MON, LET'S GET BACK TO THE BUREAU. I WANT TO TALK TO OZ AND SEE WHAT WE CAN DO ABOUT THIS GUY.
OFF TO MY NEXT HEROIC DEED!
SORRY, MATEO, BUT YOU WON'T HAVE QUITE AS MUCH TO DO IN THE FUTURE. DREAMSMASHER IS THE NEW STAR WHEN IT COMES TO STRAIGHTENING OUT THE DREAM REALMS. HE'S EVERYONE'S FAVOURITE SUPERHERO!
I WANT A DREAMSMASHER T-SHIRT, THAT'S FOR SURE.
WHAT?!
A SINGLE SUPER DREAM CHASER ... WHAT SELF-RESPECTING DREAM GUARDIAN WOULD LET SOMETHING LIKE THAT HAPPEN? WE NEED TO FINALLY FIND LUNIA ...
I NEED MORE POWER! NEXT STOP: DREAMSMASHER THE DREAM GUARDIAN.
THE END

UP IN THE AIR

NO ONE CAN STOP ME IN MY VIDEO GAME HELICOPTER!

Following a **breathtaking mid-air duel** between **Cooper** and **Zero,** a nefarious meanie screenie is now trying to deceive the dreamers with a **fake virtual image**. Foil the evil screen's plan by finding and marking the **ten errors** in the picture below.

ORIGINAL

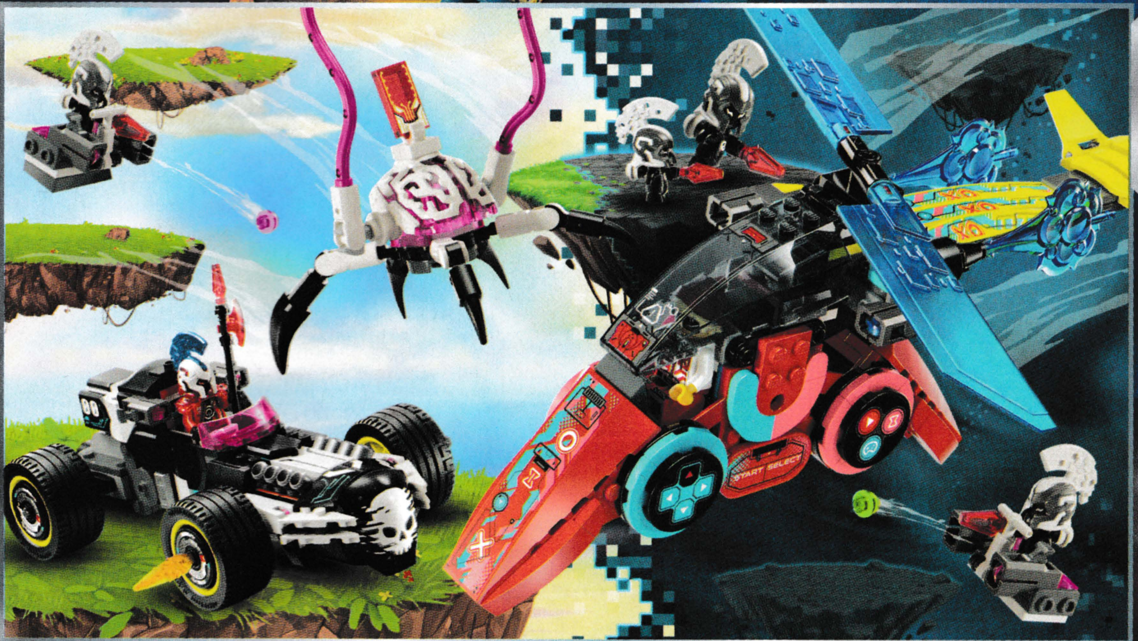

START SELECT

BONUS MISSION

Lots of Alberts in blue spacesuits are floating about on this page. Find them all and enter the total in the box below:

☐

FAKE


START SELECT

Find the answers on page 34.

COOPER'S EVIL TWIN:

DOOPER

Just like the other dream chasers' doppelgangers, **Dooper** was created in a cauldron by the Never Witch. She used Cooper's memories to make Dooper **ingeniously evil**! Once you've **put him together**, solve the **puzzles** to expose the double-crossing witch.

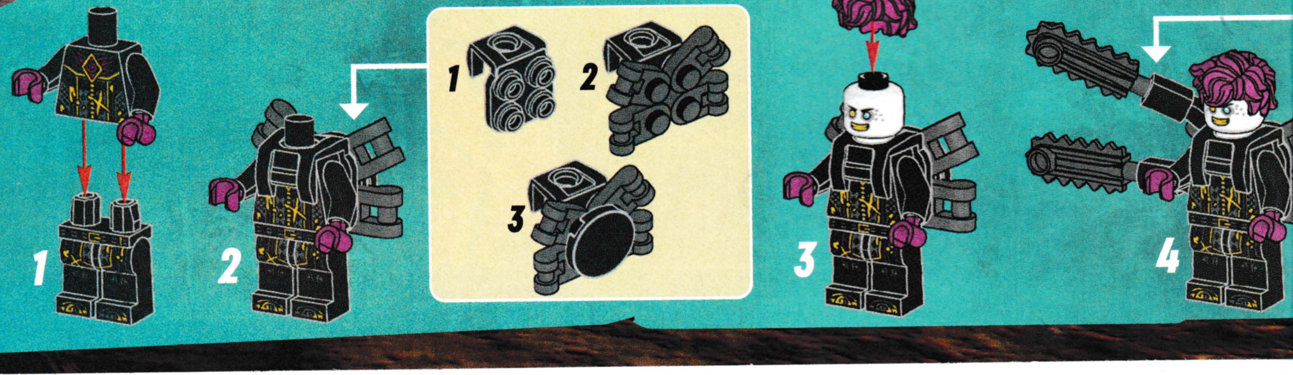
HEY, WAIT A MINUTE. THAT JERK IS NOTHING LIKE ME!
B

1 HEAD – 2 FACES

I NEED SOMETHING TO SAW.
I'LL SAW THIS MAGAZINE IN HALF!

A
CRYSTAL POWER!
EXTRA SHARP!
CUTS THROUGH ANYTHING!
D
I'LL TURN THE DREAM WORLD INTO SAWDUST!
E

HOW TO BUILD DOOPER:

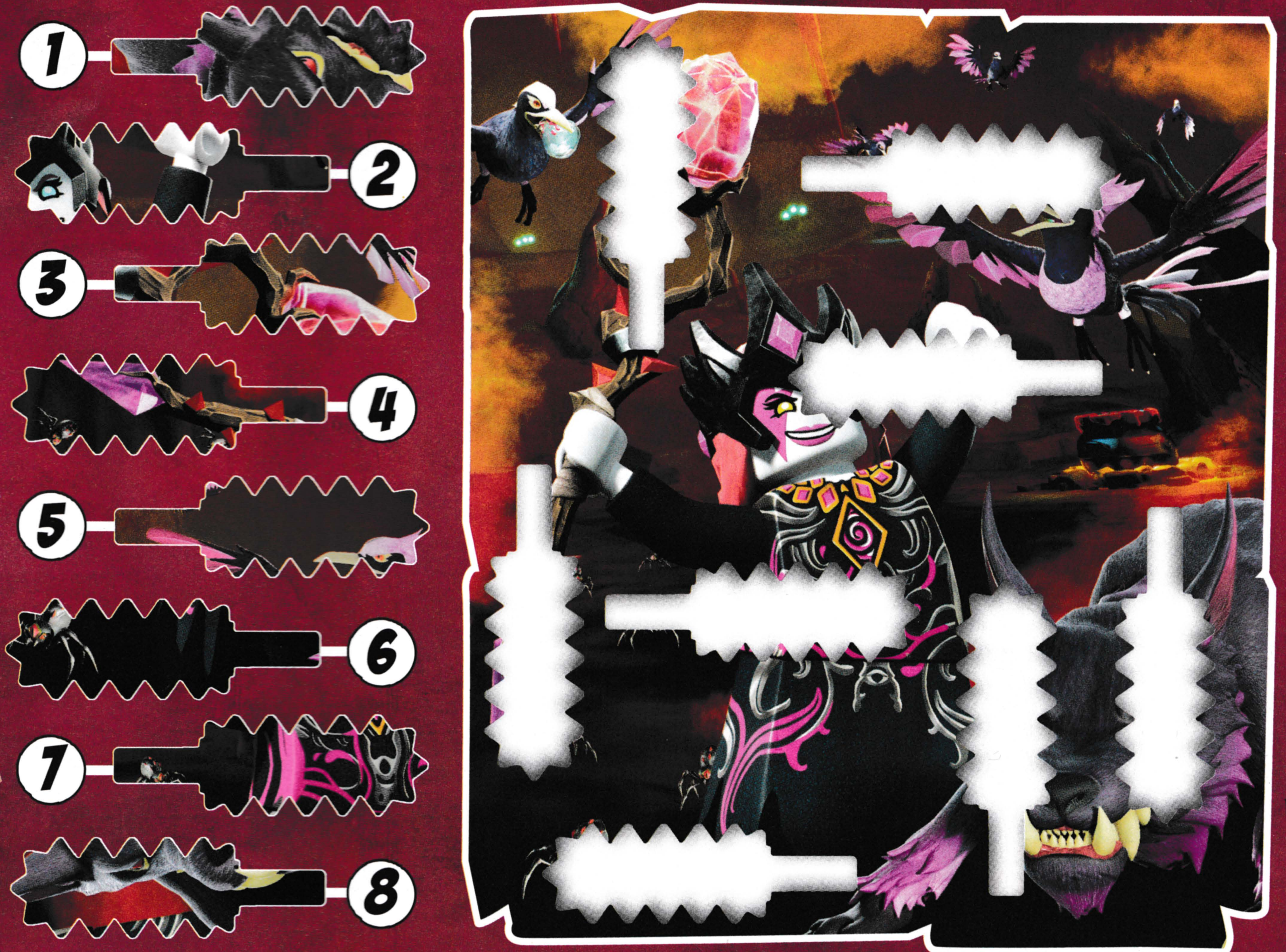


Photos: Stefan Heilemann

NOT MUCH LEFT OF THAT PICTURE, HEHE!

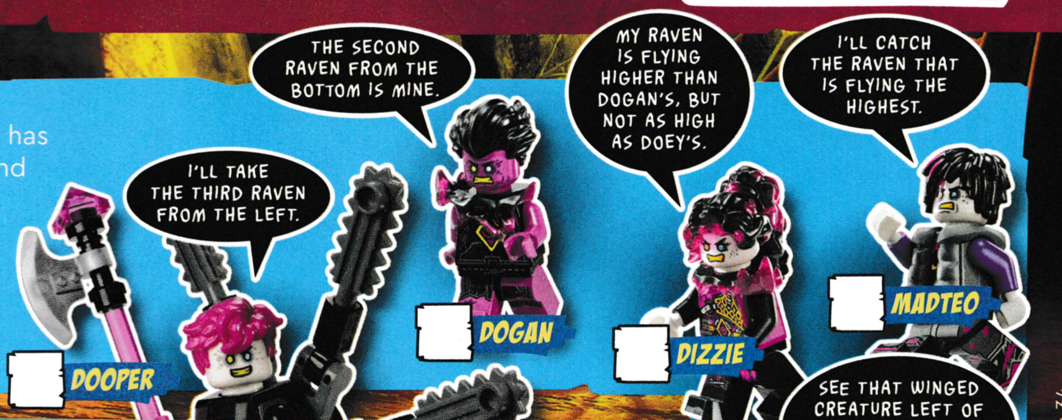
SAWED OUT!

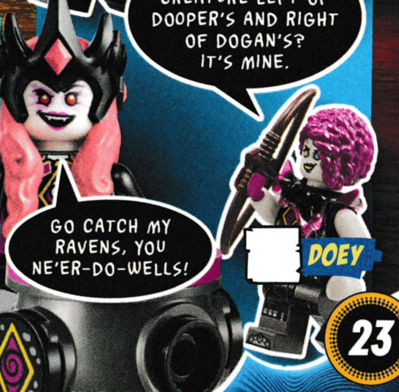
Apparently, Dooper has taken his chainsaw to this picture of the **Never Witch**. But which **bit** fits where? Enter the **numbers** of the missing pieces in the **correct holes**.

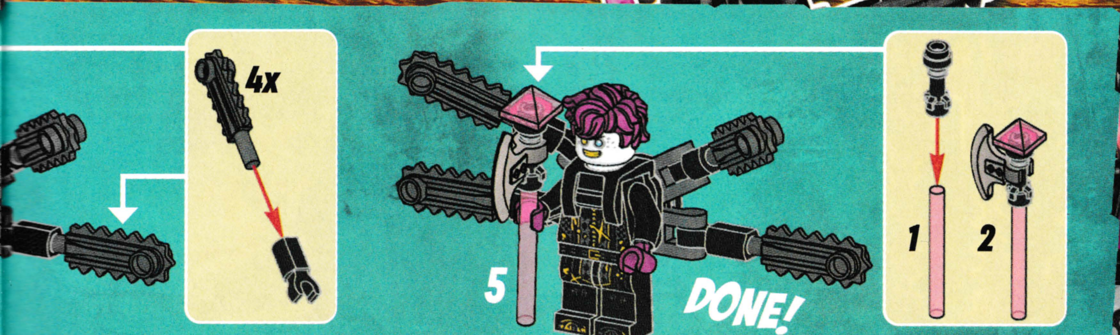


RAVEN ROW

The witch has released some of her **ravens** and wants the doppelgangers to **catch them. Which** of them catches **which** raven? Read each of their **statements** and enter the **correct letter** in the corresponding box.


I'LL TAKE THE THIRD RAVEN FROM THE LEFT.
DOOPER
THE SECOND RAVEN FROM THE BOTTOM IS MINE.
DOGAN
MY RAVEN IS FLYING HIGHER THAN DOGAN'S, BUT NOT AS HIGH AS DOEY'S.
DIZZIE
I'LL CATCH THE RAVEN THAT IS FLYING THE HIGHEST.
MADTEO


SEE THAT WINGED CREATURE LEFT OF DOOPER'S AND RIGHT OF DOGAN'S? IT'S MINE.
GO CATCH MY RAVENS, YOU NE'ER-DO-WELLS!
DOEY



Find the answers on page 34.

GAME FOR 2-4 PLAYERS

Chaos

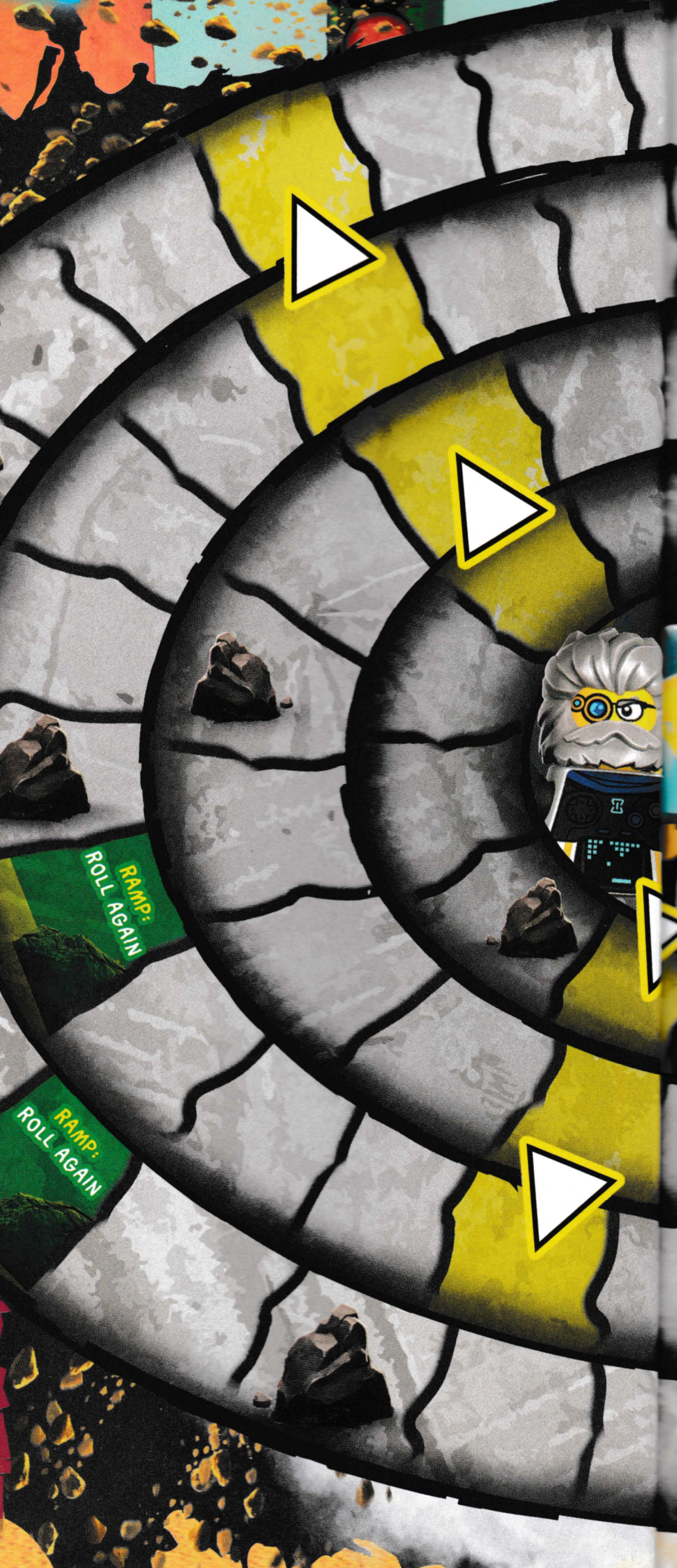
WHAT YOU NEED:

- one LEGO® minifigure per player
- the four chainsaws from your toy
- the black disc from your toy
- one dice

HOW TO PLAY:

- Start by placing all the minifigures on **Start.** Put the **chainsaws** and the **black disc** to the side.
- The **youngest player** rolls first, then the others roll **in turn**.
- The player moves their figure the number shown on the dice, in any direction, but only **on one level**. The player is allowed to change direction on each turn.
- Landing on a space with an **arrow** means the player can move ahead to the **next level** (or to the finish).
- **Jumping over** another figure is permitted. However, if a player lands on a space that is **already occupied**, he/she must go back **one space**.
- **No one** can pass a **black hole**.
- A **chainsaw** is necessary to pass by a **boulder**.
- If you roll a **5,** follow the rules for **Chainsaw Chance**.
- If you roll a **6,** follow the rules for **Black Hole**.
- The first player to reach the finish is the **winner**.

HOW EXCITING! FIRST ONE TO THE FINISH GETS A FREE BURRITO!

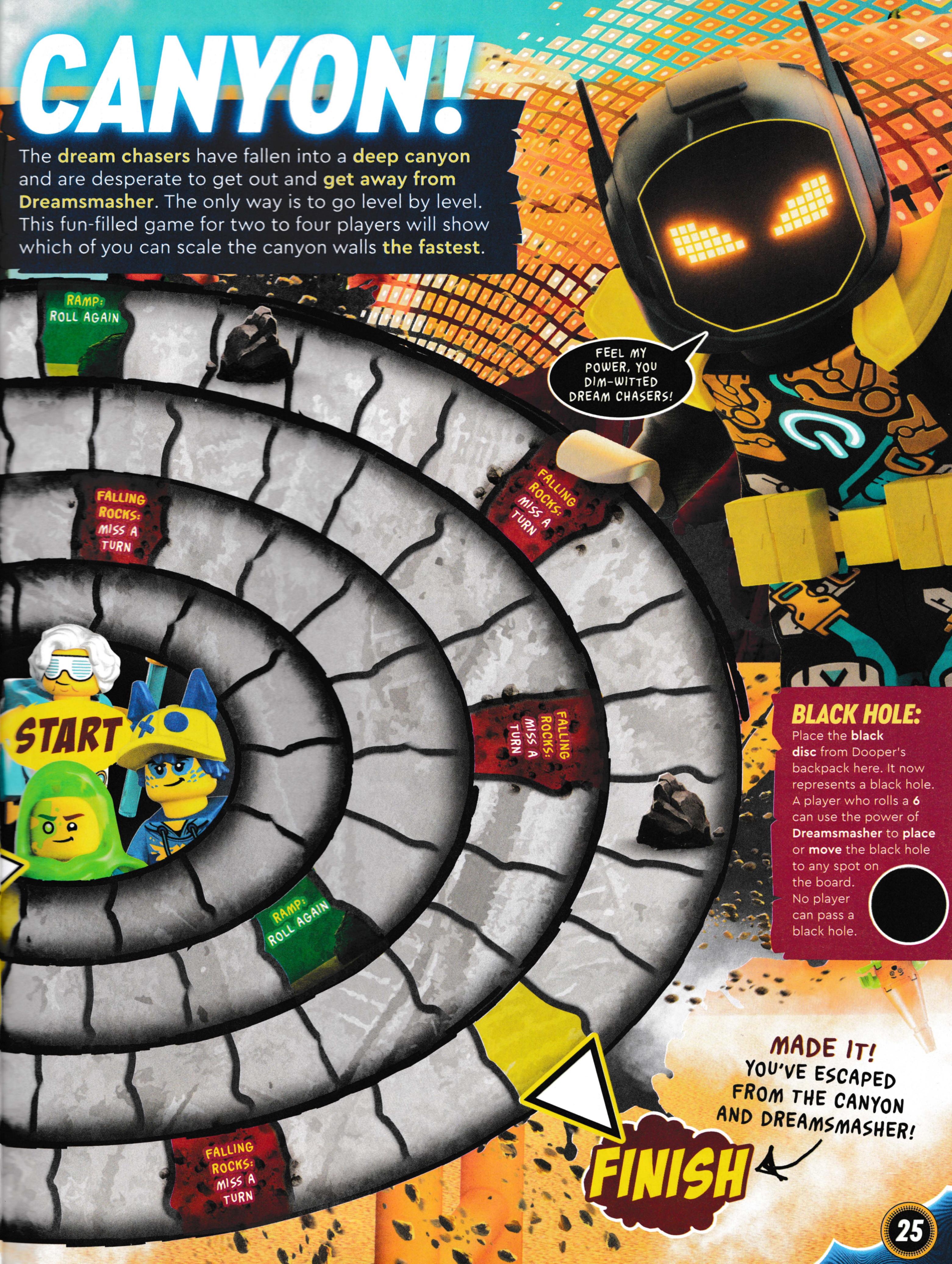


CHAINSAW CHANCE:

If you roll a **5**, you can choose to **either** move five spaces **as usual** or **roll again**. If you roll a **5** or **6** on the next roll, you receive a **chainsaw** (only one per player). The chainsaw allows you to **cut through** and **ignore boulders**.

CANYON!

The **dream chasers** have fallen into a **deep canyon** and are desperate to get out and **get away from Dreamsmasher**. The only way is to go level by level. This fun-filled game for two to four players will show which of you can scale the canyon walls **the fastest**.


FEEL MY POWER, YOU DIM-WITTED DREAM CHASERS!
RAMP: ROLL AGAIN
FALLING ROCKS: MISS A TURN
FALLING ROCKS: MISS A TURN
START
FALLING ROCKS: MISS A TURN
RAMP: ROLL AGAIN
FALLING ROCKS: MISS A TURN
FINISH

BLACK HOLE:

Place the **black disc** from Dooper's backpack here. It now represents a black hole. A player who rolls a **6** can use the power of **Dreamsmasher** to **place** or **move** the black hole to any spot on the board. No player can pass a black hole.

MADE IT! YOU'VE ESCAPED FROM THE CANYON AND DREAMSMASHER!

Right ON TA

I CAN DEFEAT ANYONE WITH MY NIGHTMARE CROSSBOW!

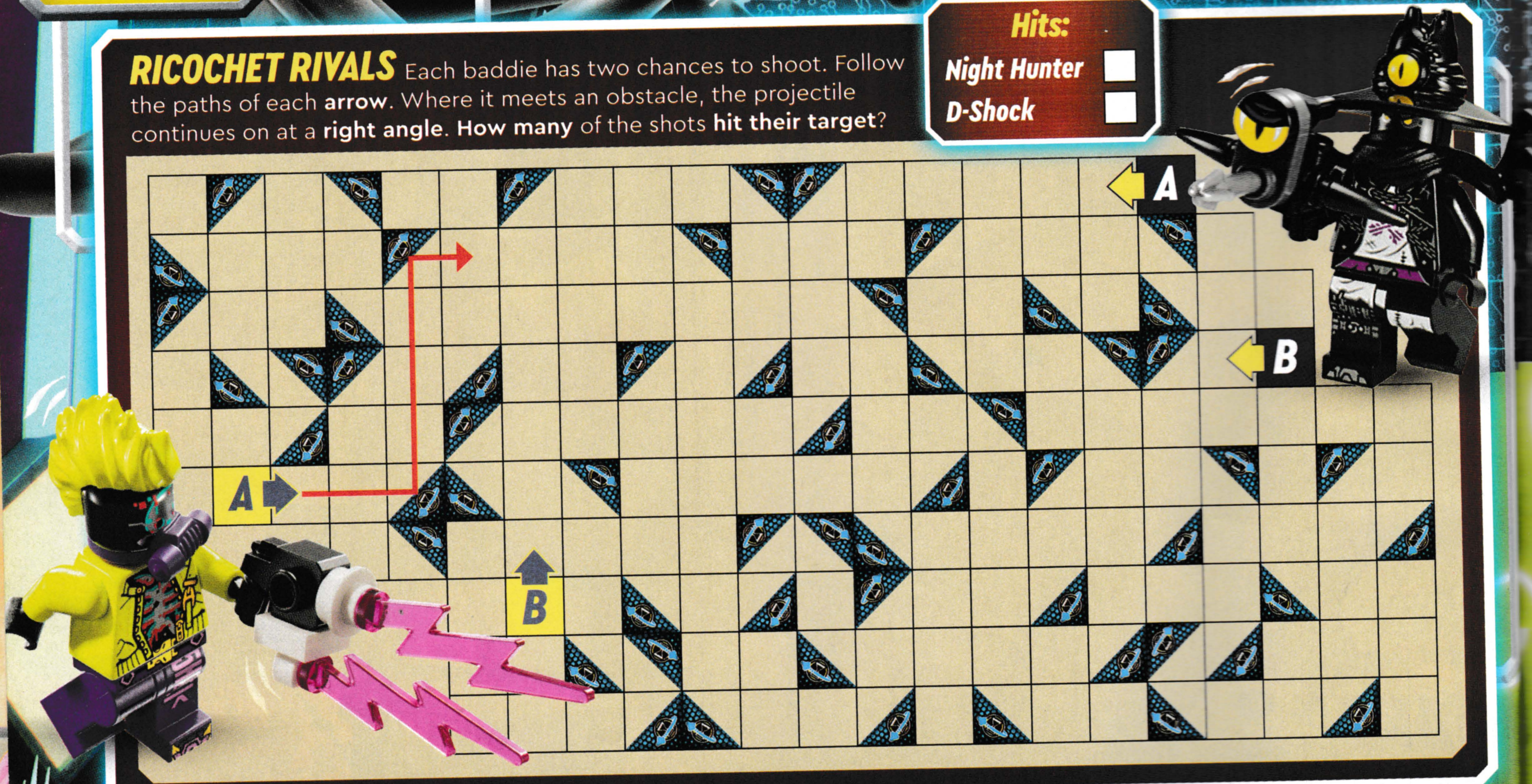
LEVEL 1

RICOCHET RIVALS Each baddie has two chances to shoot. Follow the paths of each **arrow**. Where it meets an obstacle, the projectile continues on at a **right angle**. **How many** of the shots **hit their target**?

Hits:

Night Hunter ☐

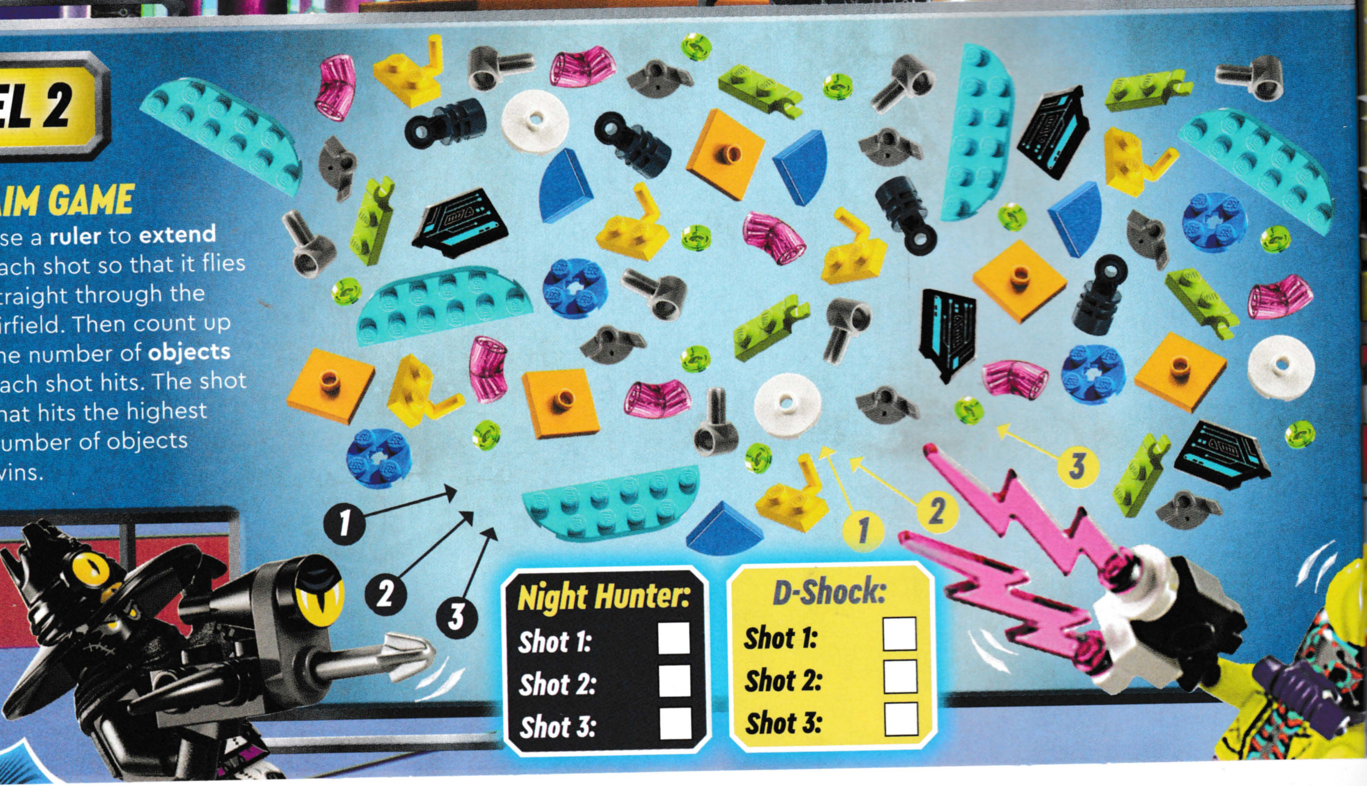
D-Shock ☐



LEVEL 2

AIM GAME

Use a **ruler** to **extend** each shot so that it flies straight through the airfield. Then count up the number of **objects** each shot hits. The shot that hits the highest number of objects wins.



Night Hunter:

Shot 1: ☐

Shot 2: ☐

Shot 3: ☐

D-Shock:

Shot 1: ☐

Shot 2: ☐

Shot 3: ☐

The **Night Hunter** has challenged his fellow villains to a video game **duel** in the Cyber Realm to see who is the best shot. **D-Shock** has answered the challenge. Solve the **puzzles** to find out who has the **surest hand**.

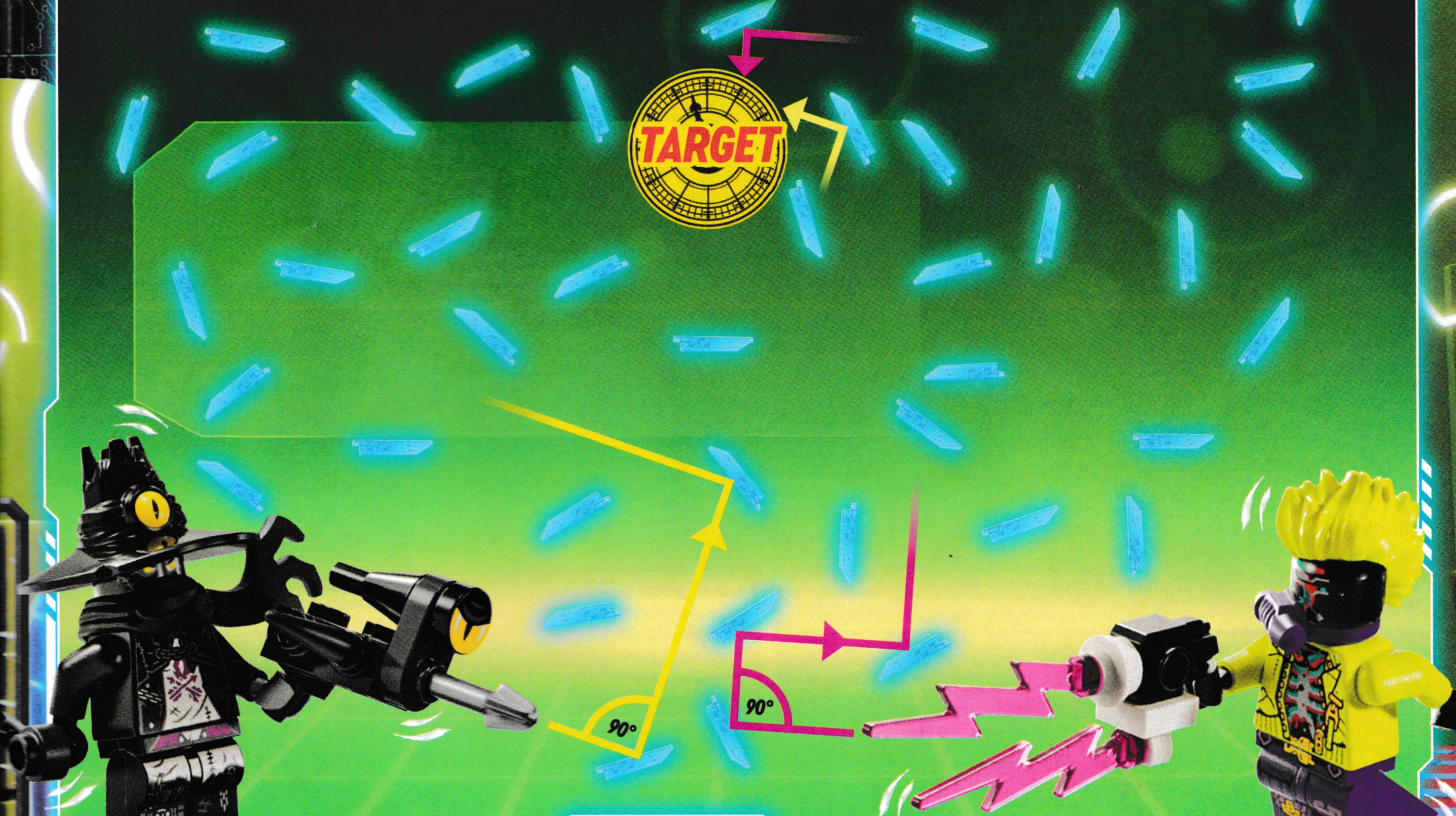
RGET

NOTHING BEATS THE POWER OF MY CYBER LIGHTNING BLASTS!

LEVEL 3 (expert)

TRICK SHOT DELUXE

Who is the better **trick shooter**? Follow each projectile's **path**. Count the number of **elements** it **hits** before it reaches the target. The one who hits the higher number of elements wins. The villains' projectiles always fly in a **straight line** and continue at a **right angle** if they hit an **obstacle**. **TIP:** A set square can be helpful!



Elements:

Night Hunter ☐

D-Shock ☐

Find the answers on page 34.

FINAL RESULTS

Write down who won each **level**. The villain with the **most wins** is the **champion**.

WINNER LEVEL 1: ____

WINNER LEVEL 2: ____

WINNER LEVEL 3: ____

CHAMPION: ____

TRAINING FOR DREAM CHASERS

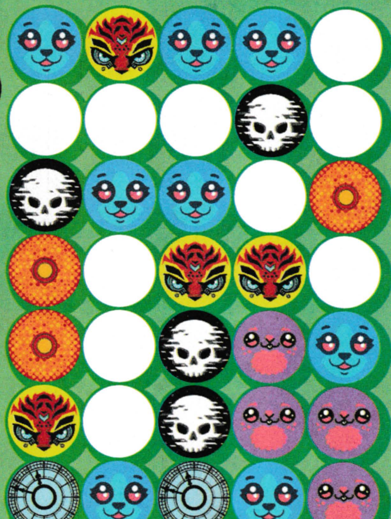
PART 1 OF 2

Inspiration, **creativity** and **focus** are the essentials of **dream crafting**. Dream chasers test their skills by completing **special tasks** like the ones on this page. To solve them successfully, you need to **look at everything closely**, read the **instructions** carefully and, above all, concentrate!

DO YOUR BEST. THE NIGHT BUREAU IS WAITING FOR YOU!

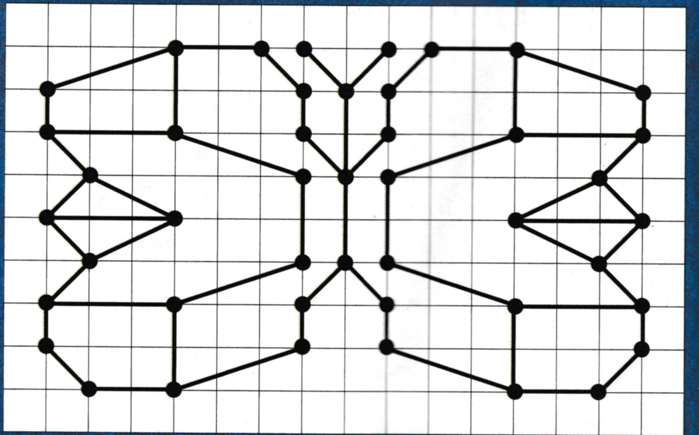
1 MEMORY MISSION

Look carefully at the **elements** and memorise their **position in the grid.** Then turn to page 31.

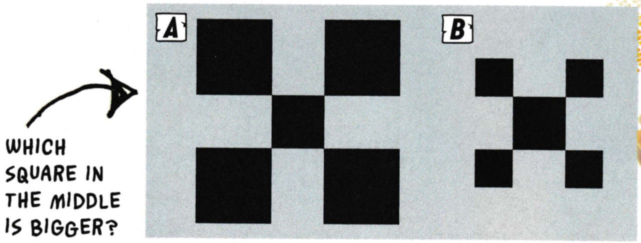


2 LOTS OF DOTS

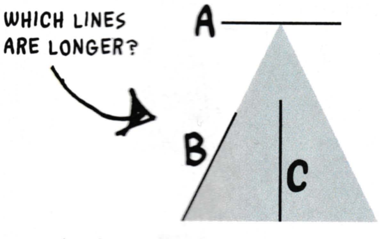
Take a good look at all the **dots** and **lines** and try to remember how they **connect** with each other. When you're done, go to page 31.



CYBER REALM ILLUSIONS


WHICH SQUARE IN THE MIDDLE IS BIGGER?
A
B

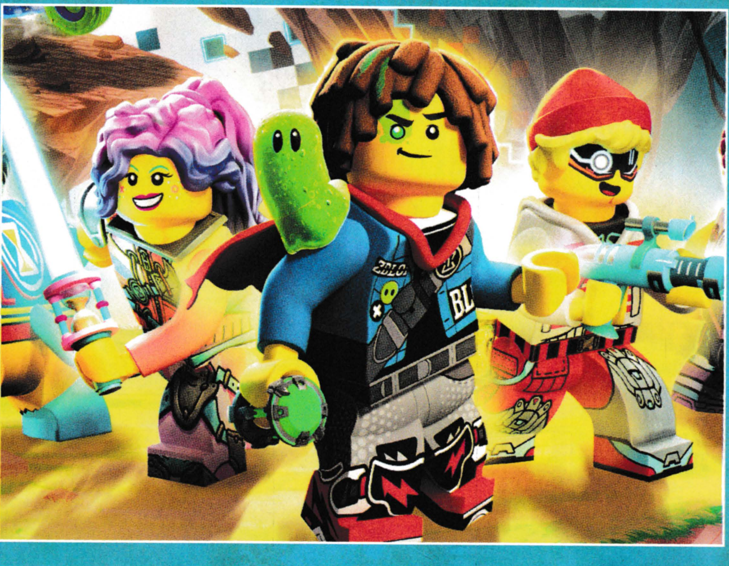
HAHAHAHA... CYBER BRAIN IS TRICKY!


WHICH LINES ARE LONGER?
A
B
C

Check page 31 to see if you're right.

3 PICTURE PUZZLE

Take a moment to examine the **picture**. Focus in on all the **details**. Then go straight to page 31.



WE'RE ALWAYS READY FOR A LITTLE NAP!

PART 2 IS ON PAGE 31

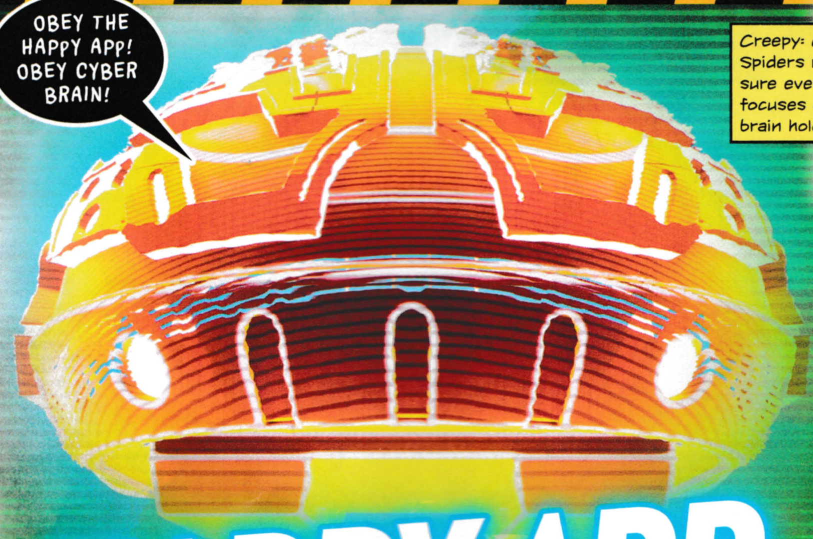
PSSSST!
DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

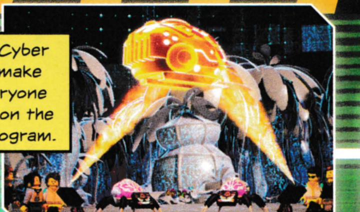
FILE NO. 11

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

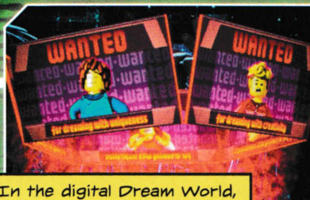
WE CAN'T LEAVE ANYTHING TO CHANCE!


OBEY THE HAPPY APP! OBEY CYBER BRAIN!

HAPPY APP HORROR!



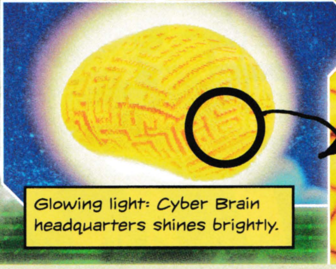
Creepy: Cyber Spiders make sure everyone focuses on the brain hologram.



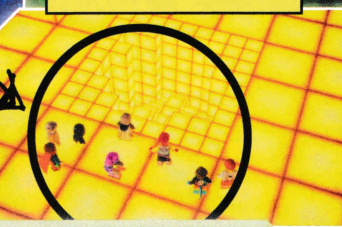
Wanted: In the digital Dream World, the dream chasers are being hunted.

TOTAL CONTROL

The Happy App has taken possession of the Dream World, visible to all in the form of the **giant hologram** of a computer brain. This is because the **evil A.I. "Cyber Brain"** is behind it. It wants to **control** and **cyberise** everything and to **destroy** all forms of **creativity**. It also aims to eliminate the dream chasers.



Glowing light: Cyber Brain headquarters shines brightly.



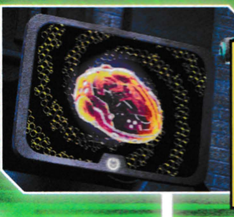
Brave: The dream chasers dare to enter the interior.

THE CENTRE OF EVIL

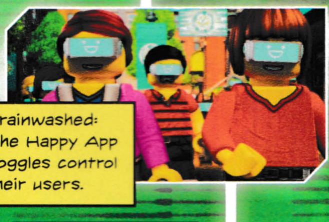
Cyber Brain's **headquarters** looks like a giant illuminated **brain** and is like a **new sun** in the Dream World sky. Inside, dreams and nightmares are **captured** and stuffed into white and black boxes.

WAKING WORLD PANIC

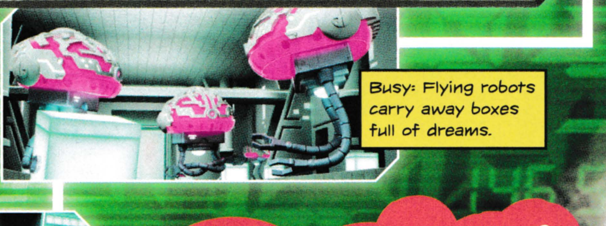
The Happy App company has spread like wildfire in the **Waking World.** It controls people through **VR goggles** that cannot be removed. And it employs robots to **watch over** everything!



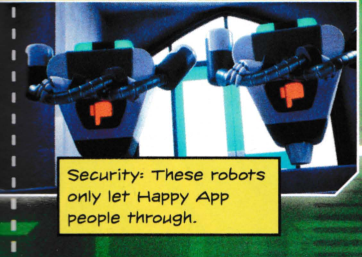
Hypnosis: Anyone who stares at this monitor is already lost.



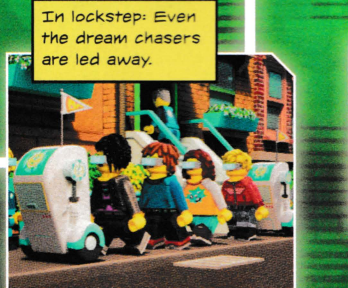
Brainwashed: The Happy App goggles control their users.



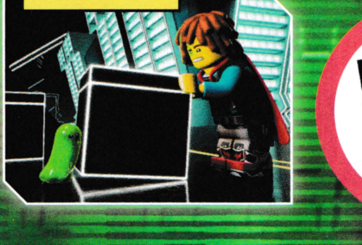
Busy: Flying robots carry away boxes full of dreams.



Security: These robots only let Happy App people through.



In lockstep: Even the dream chasers are led away.



Dangerous: Open nightmare boxes at your own risk!

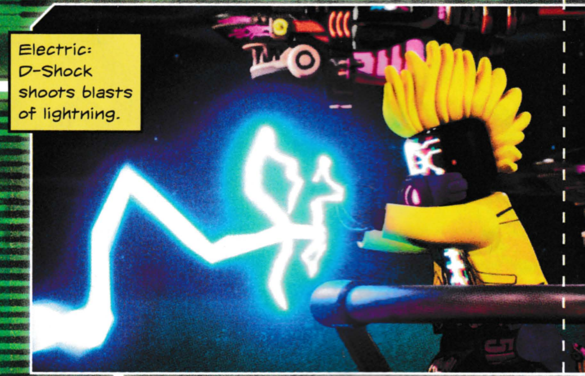
SCAN THE CODE TO WATCH DREAMZzz™ ONLINE!

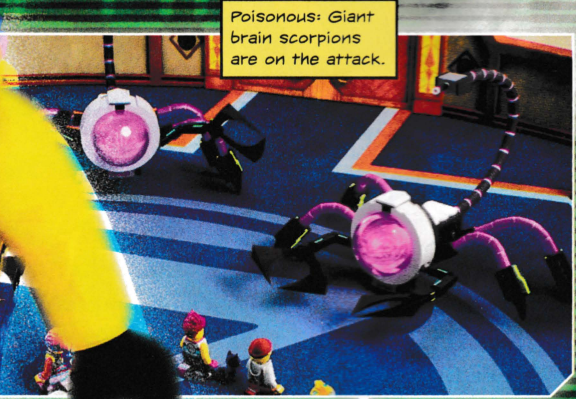
CYBER GANG

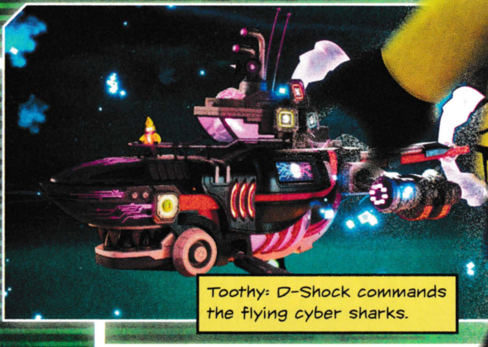
Naturally, Cyber Brain has created its own army of villains and monstrosities. **D-Shock** is the commander of this insidious force, which includes **flying shark ships** and **brain scorpions**.

CYBER THREAT!

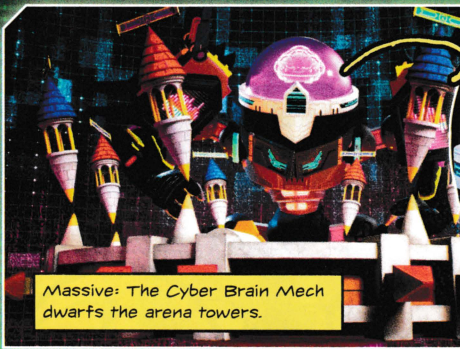
NOBODY CAN MATCH OUR POWER! HAHAHA!

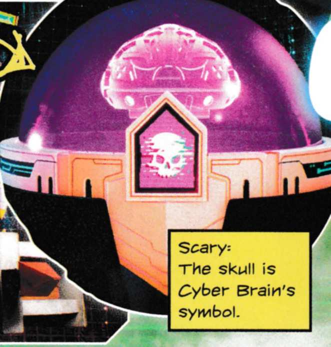

Electric: D-Shock shoots blasts of lightning.


Poisonous: Giant brain scorpions are on the attack.


Toothy: D-Shock commands the flying cyber sharks.

GIGA MECH!


Massive: The Cyber Brain Mech dwarfs the arena towers.


Scary: The skull is Cyber Brain's symbol.

CYBER BRAIN MECH

This **gigantic body** was created by Cyber Brain in the Dream World. It is **bigger** than the Castle Nocturnia arena and **stronger** than any other known creature in the Dream World.

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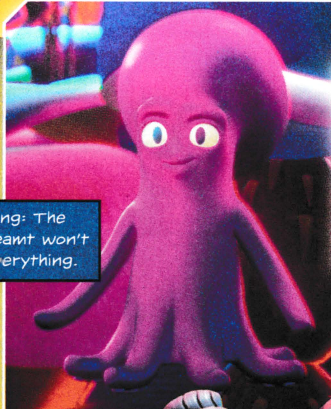
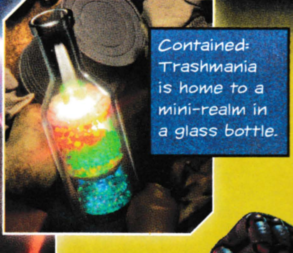
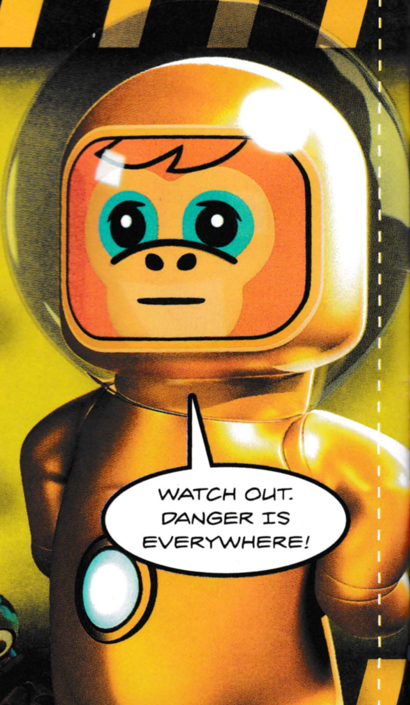
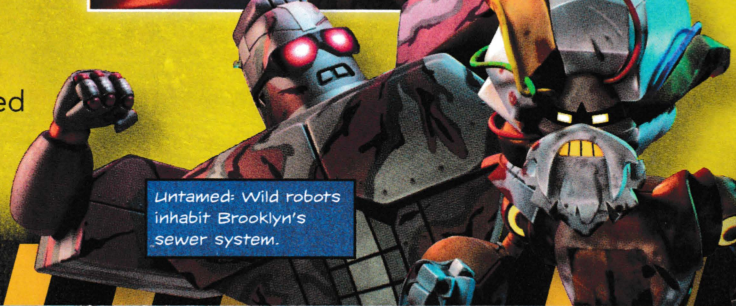
BEWARE: CHAOS!

Cyber Brain isn't the only new development. In Trashmania, the dream chasers discover the **mysterious Undreamt.** Meanwhile in Waking World Brooklyn, robots have founded the **Robo Dome**.


Puzzling: The Undreamt won't tell everything.


Contained: Trashmania is home to a mini-realm in a glass bottle.




Untamed: Wild robots inhabit Brooklyn's sewer system.

TRAINING FOR DREAM CHASERS

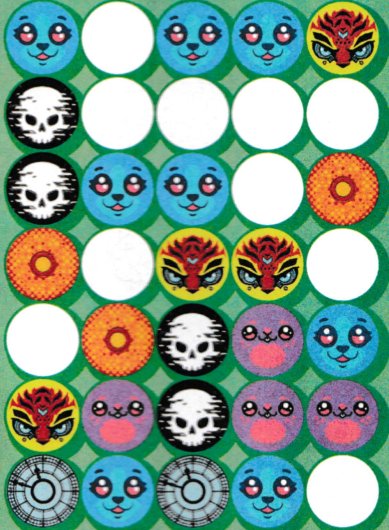
PART 2 OF 2

ARE YOU READY FOR THE DREAM WORLD? PROVE IT!

Before getting started on this page, you must follow the **instructions** for each task on page 28. You've already done that? Then jump right in and test your **skills as a dream chaser**. Try to complete each of the **tasks** below.

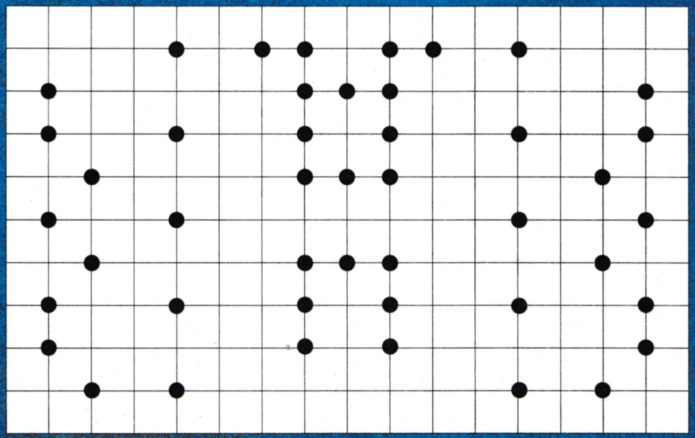
1 CHECK THE GRID!

Mark the **four elements** that are in a **different posotion** than on page 28. Then check page 28 to see if you're right.



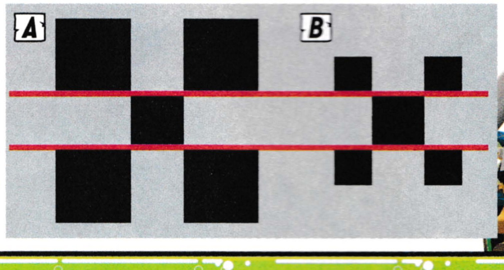
2 CONNECT THE DOTS

Remember what the **figure** on page 28 looked like? Try to connect the dots in exactly **the same way**. Then compare your version to page 28.

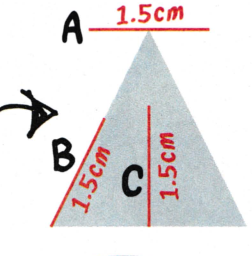


ILLUSIONS REVEALED!

THE TWO SQUARES ARE THE SAME SIZE!



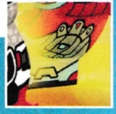
SEE? NOBODY CAN FOOL US!

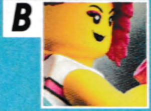

A
1.5cm
B
1.5cm
C
1.5cm

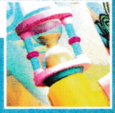
ALL THE LINES ARE THE SAME LENGTH. CHECK!

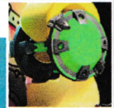
3 WHAT'S NEW?

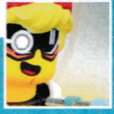
Remember the picture on page 28? Good! Mark the **three pieces** here that were **not** in the original picture. Then compare your answers with page 28.

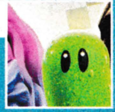
A


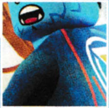
B


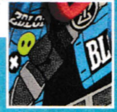
C


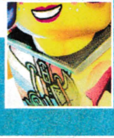
D


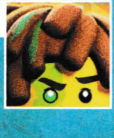
E


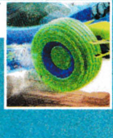
F


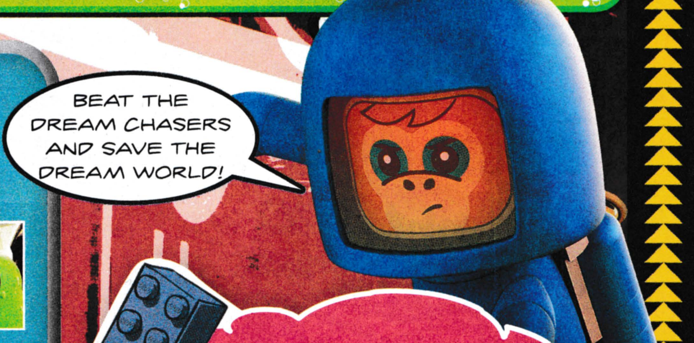
G


H


I


J


K



BEAT THE DREAM CHASERS AND SAVE THE DREAM WORLD!

DREAMCRAFT

You still want more training? Grab your **LEGO® bricks** and a **baseplate** and build a **figure**. Take a **photo** of it, then take everything **apart** again. Finally, try to **build** the figure in **exactly the same way** as before.

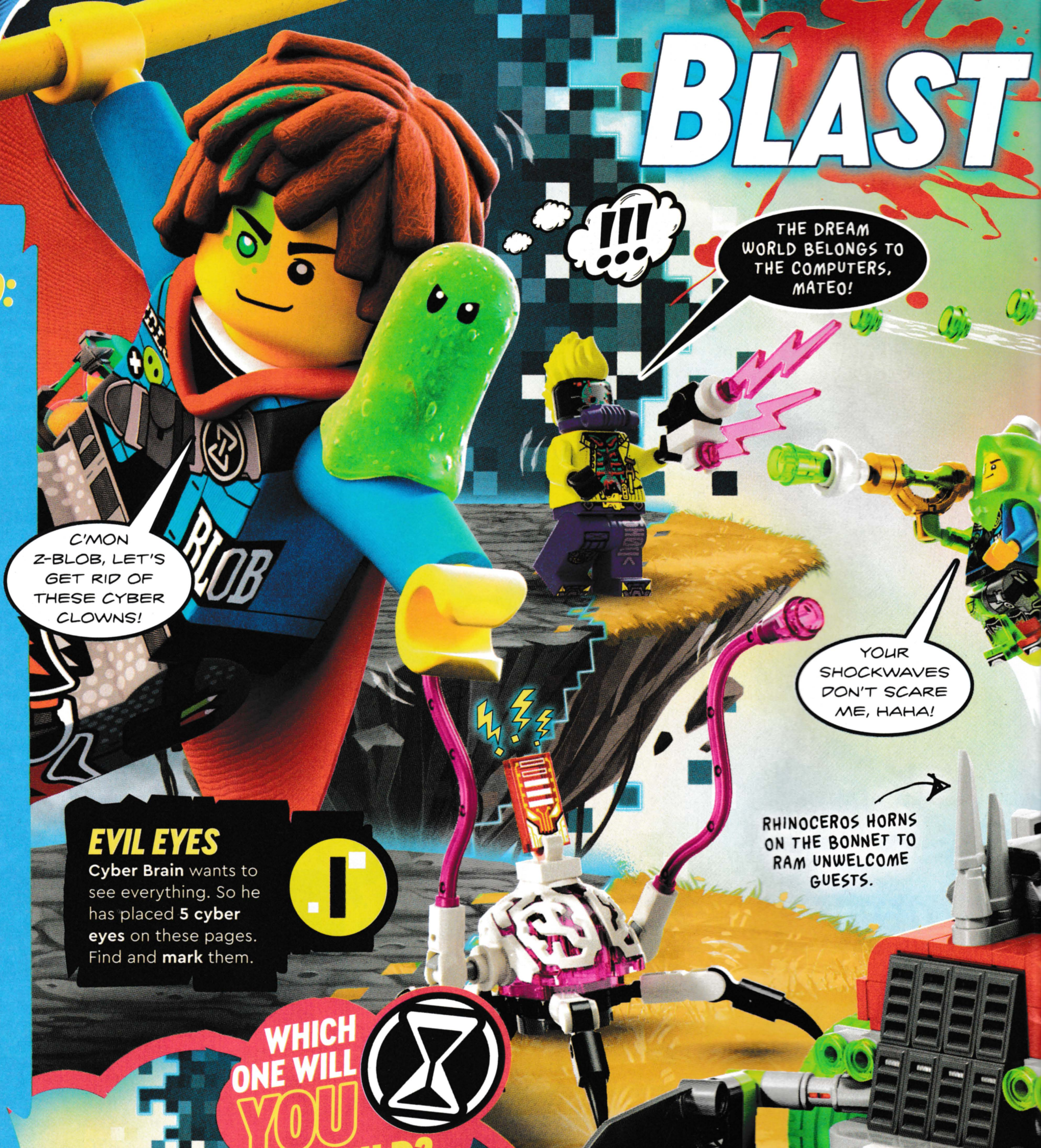
Find the answers on page 34.

BLAST

WE'RE INCLUDED:

MATEO
COOPER
MR. OZ
ALBERT
ONE
D-SHOCK

Find the answers on page 34.


C'MON Z-BLOB, LET'S GET RID OF THESE CYBER CLOWNS!
!!!
THE DREAM WORLD BELONGS TO THE COMPUTERS, MATEO!
YOUR SHOCKWAVES DON'T SCARE ME, HAHA!
RHINOCEROS HORNS ON THE BONNET TO RAM UNWELCOME GUESTS.
ZBLOB

EVIL EYES

Cyber Brain wants to see everything. So he has placed **5 cyber eyes** on these pages. Find and **mark** them.

WHICH ONE WILL YOU BUILD?

PAINT
PINTURA
PEINTURE
CAUTION

A LITTLE DREAMCRAFTING POWER CAN TURN THE SPRAY CAN INTO A ROCKET AND THE TRUCK INTO A ROCKET LAUNCHER!

COOPER'S PLOUGH OF DREAM TITANIUM CLEARS AWAY EVERYTHING IN ITS PATH.
BOW DOWN TO THE POWER OF NUMBERS!

DREAMCRAFT

Mateo's truck flies through the Dream World on **colours**. So grab your **LEGO® bricks** and build a **super colourful bridge** for all your vehicles!

IMPORTANT INFO FOR

OF COLOURS

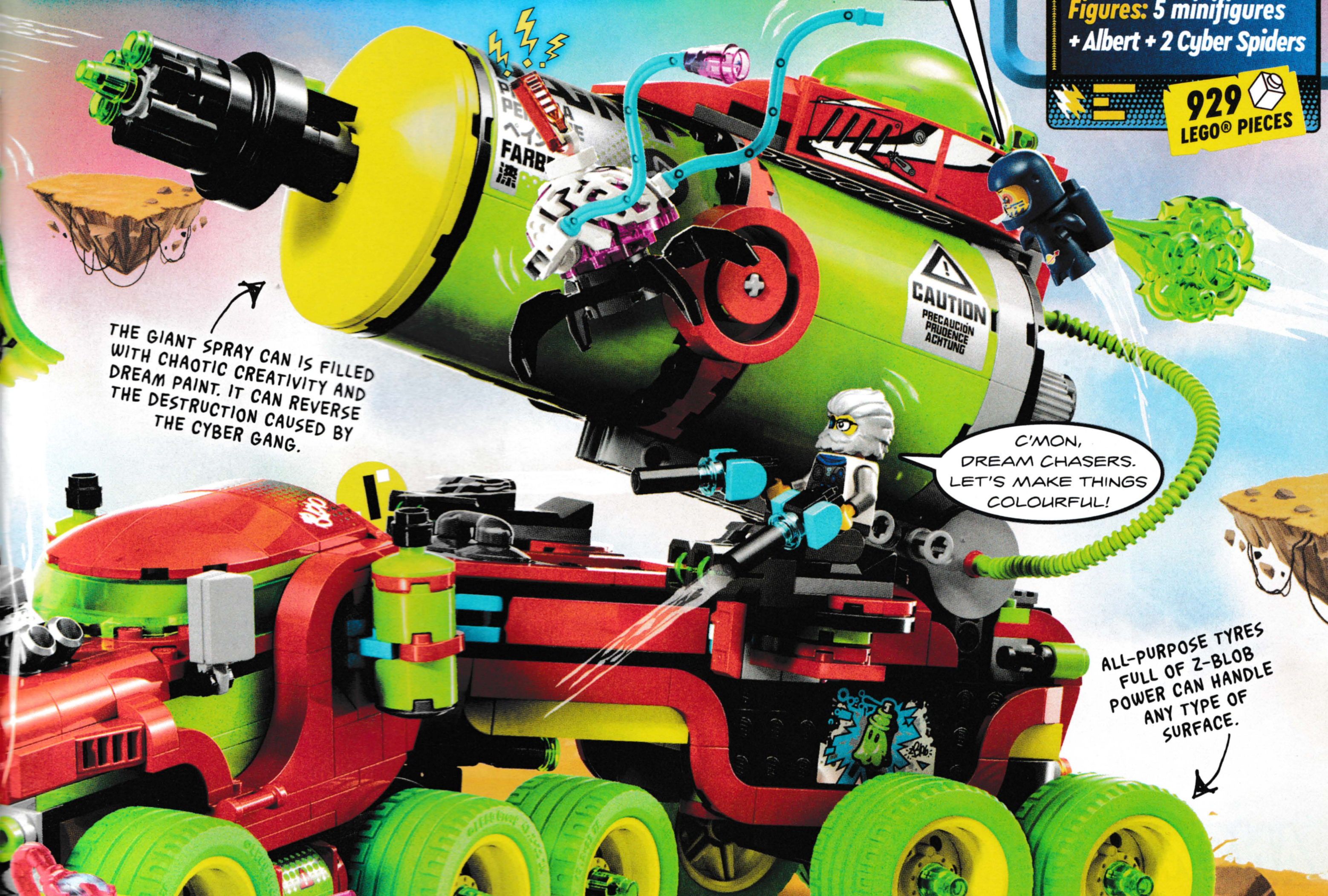
It's one of the **most powerful machines** ever **dreamcrafted** and a very important tool in the fight against the cyber threat: **Mateo's Spray Paint Truck**. Be there when the dream chasers take on D-Shock, One and the Cyber Brain Spiders.

OPEN FILE

SET FACTS:

Set No.: 71499
Height: 19 cm
Length: 42 cm
Width: 14 cm
Figures: 5 minifigures + Albert + 2 Cyber Spiders

929 LEGO® PIECES


GET OFF MY ROCKET, CREEPY CRAWLER!
C'MON, DREAM CHASERS. LET'S MAKE THINGS COLOURFUL!
I'LL SHOVE YOU OFF THE ISLAND, YOU ZERO!
CAUTION
PRECAUCIÓN
PRUDENCE
ACHTUNG

THE GIANT SPRAY CAN IS FILLED WITH CHAOTIC CREATIVITY AND DREAM PAINT. IT CAN REVERSE THE DESTRUCTION CAUSED BY THE CYBER GANG.

ALL-PURPOSE TYRES FULL OF Z-BLOB POWER CAN HANDLE ANY TYPE OF SURFACE.

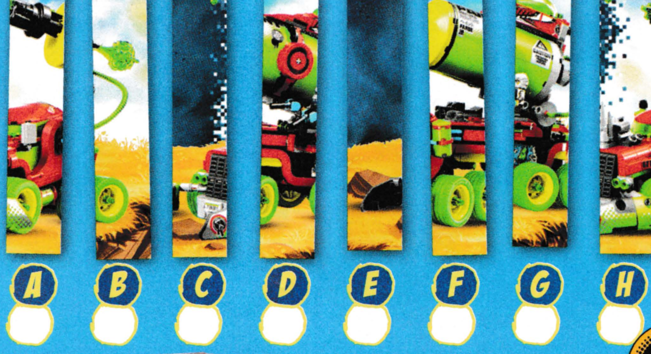
NIGHT BUREAU AGENTS:

Team Dreamcraft: Mateo, Mr. Oz and Cooper created the Spray Paint Truck together.

Hyperdrive: The truck is fueled by chaotic creativity, the best way to counteract the cyber baddies.

SPLIT SCREEN

While being transmitted, this image of the truck was cut into **eight strips**. Enter a number from 1 to 8 under each strip to indicate its **correct position** from left to right.



NEXT TIME

TOTAL DREAM POWER IN THE NEXT ISSUE!

SUPER TOY!

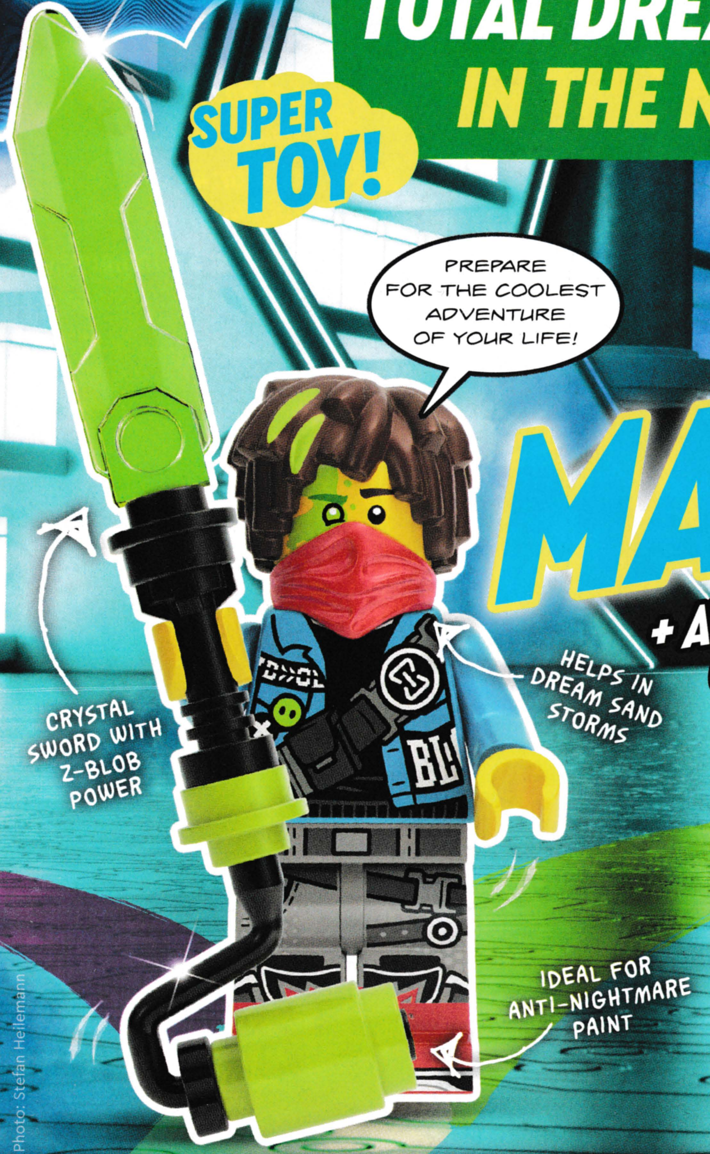
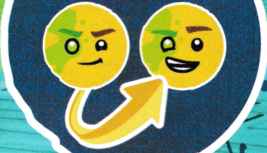

PREPARE FOR THE COOLEST ADVENTURE OF YOUR LIFE!
CRYSTAL SWORD WITH Z-BLOB POWER
HELPS IN DREAM SAND STORMS
IDEAL FOR ANTI-NIGHTMARE PAINT

Photo: Stefan Hellemann

MATEO

+ AWESOME Z-BLOB COLOUR SWORD

1 HEAD – 2 FACES:



ANSWERS:

PAGE 3

CYBER CHASE

Path C

DISTRACTED DREAMERS

Dreamling: page 22
Dream carrot: page 25
Dreamer: page 33

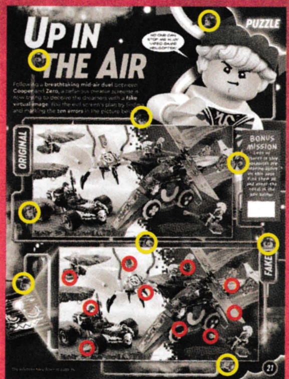
PAGE 21

UP IN THE AIR

(red circles)

BONUS MISSION

9x Albert (yellow circles)



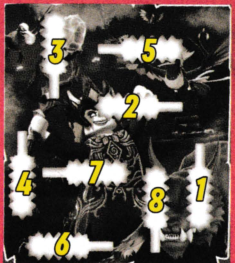
PAGE 23

SAWED OUT!

(yellow digits)

RAVEN ROW

Dooper: E
Dogan: D
Dizzie: C
Madteo: A
Doey: B



PAGE 26

RICOCHET RIVALS

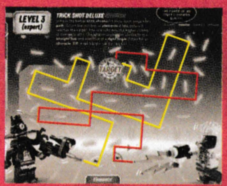
Winner: Night Hunter (2 hits)

AIM GAME

Winner: D-Shock (shot 3 with 7 onjects)

TRICK SHOT DELUXE

Winner: Night Hunter (yellow line) = 14 elements, (D-Shock = red line)



Champion: Night Hunter

PAGE 31

WHAT'S NEW?

B, G, K

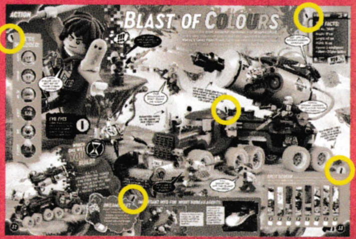
PAGE 32

EVIL EYES

(yellow circles)

SPLIT SCREEN

A4, B8, C2, D6, E1, F5, G7, H3



LEGO DREAMZzz

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Blue Ocean

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We want to hear from YOU!

HELP US MAKE A BETTER MAGAZINE

WE ARE ALWAYS WORKING ON IMPROVING THE FORMULA OF THE MAGAZINE, SO TELL US HOW MUCH YOU LIKE OUR MAGAZINES, HOW YOU PLAY WITH THE TOYS AND EVERYTHING IN BETWEEN!

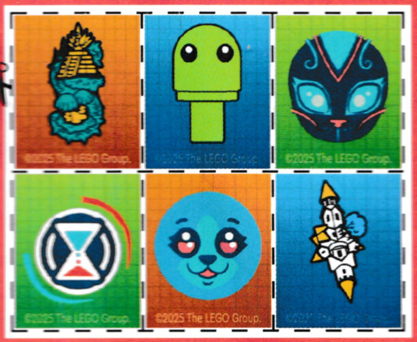
ASK A GROWN-UP TO SCAN THIS CODE OR VISIT LEGO.COM/MAGAZIN TO TAKE THE SURVEY RIGHT AWAY!

Share your DREAMS!

You've just had an **amazing dream**? Why not cut out these **postcards** and capture **what you dreamed** in words or pictures! Then stick one of the **stamps** onto the card and share it with friends or family.

SHOW US YOUR MOST AWESOME DREAMS!

DREAM WORLD STAMPS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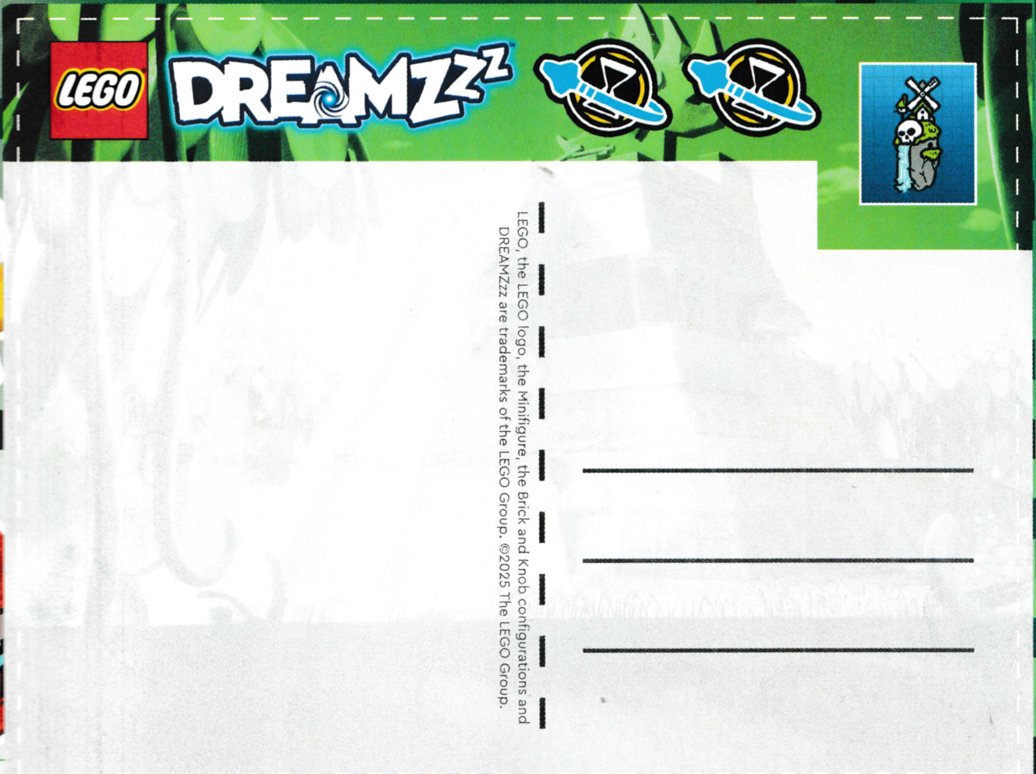
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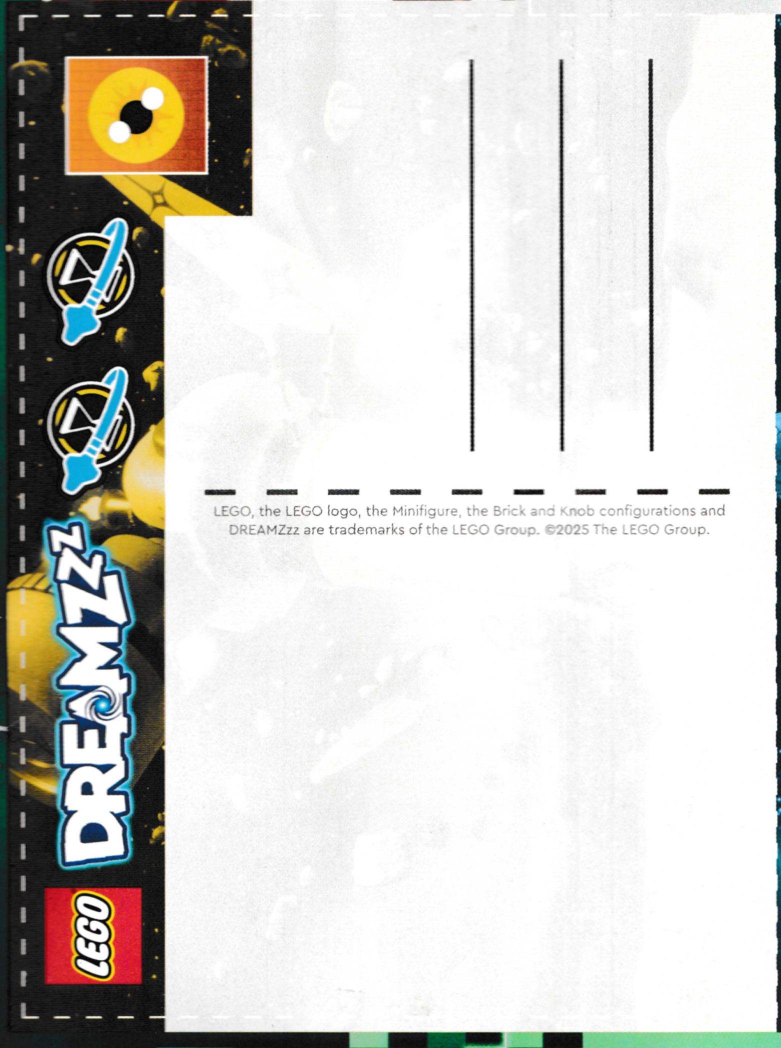
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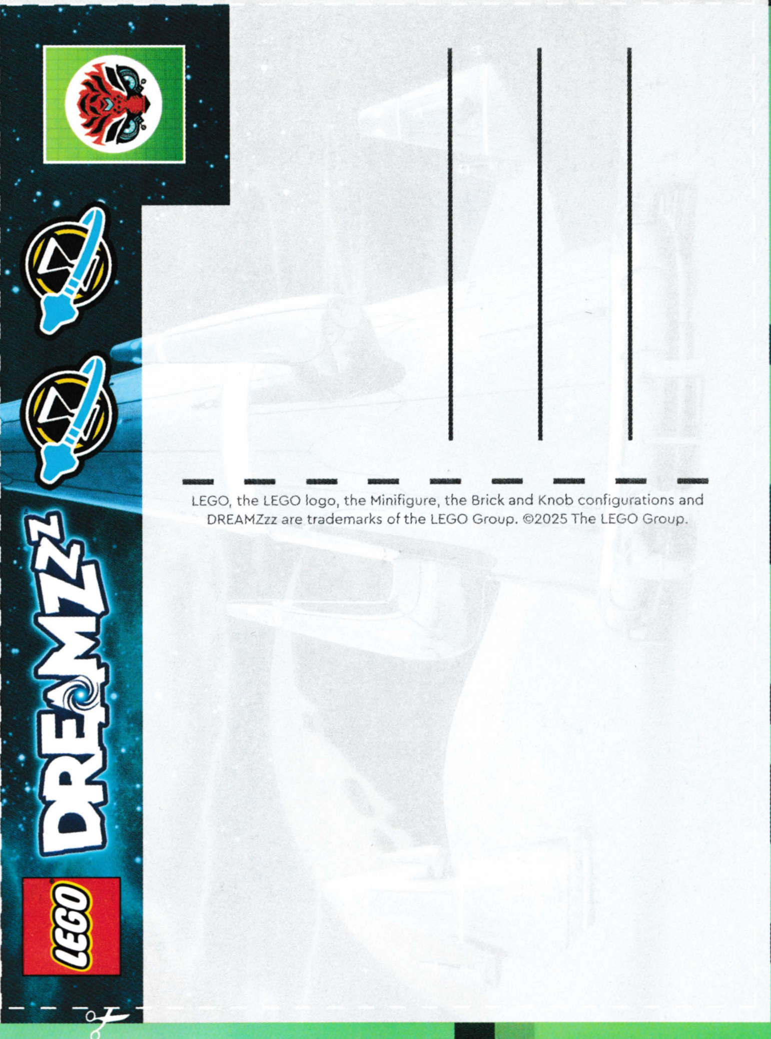
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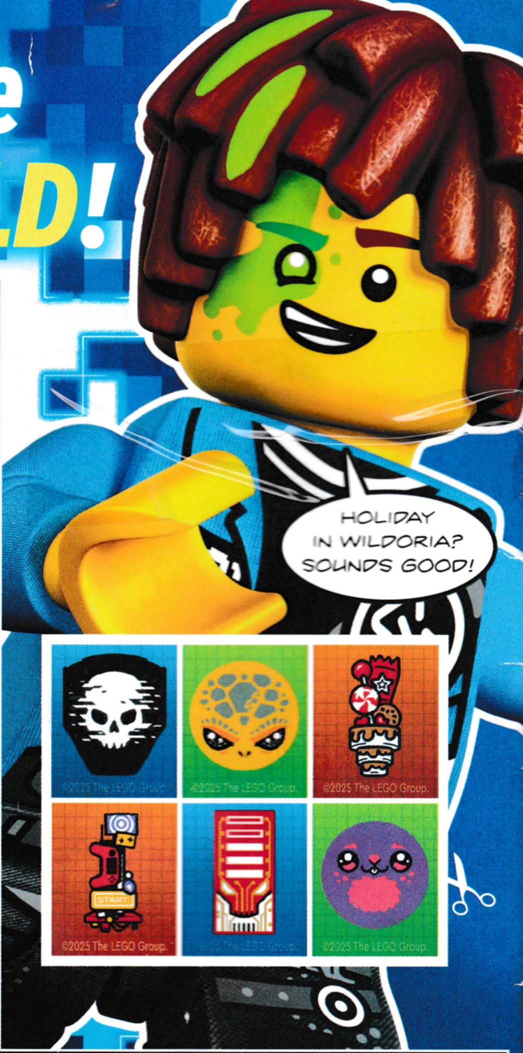
HOLIDAY IN WILDORIA? SOUNDS GOOD!
START
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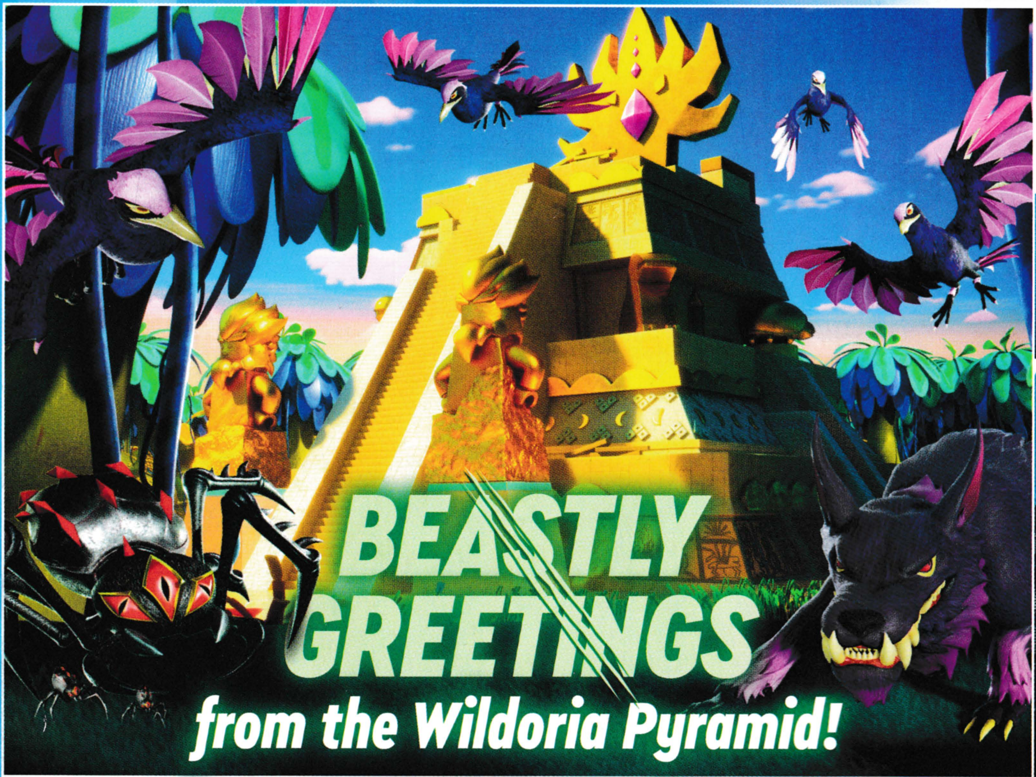
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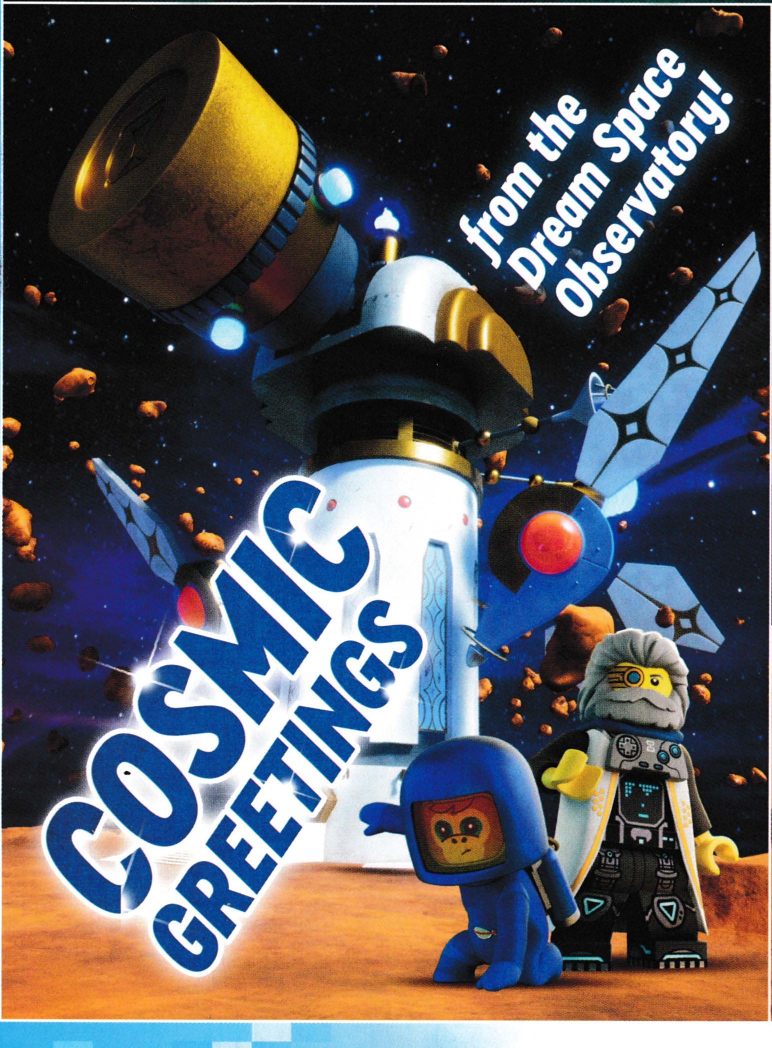
from the Wildoria Pyramid!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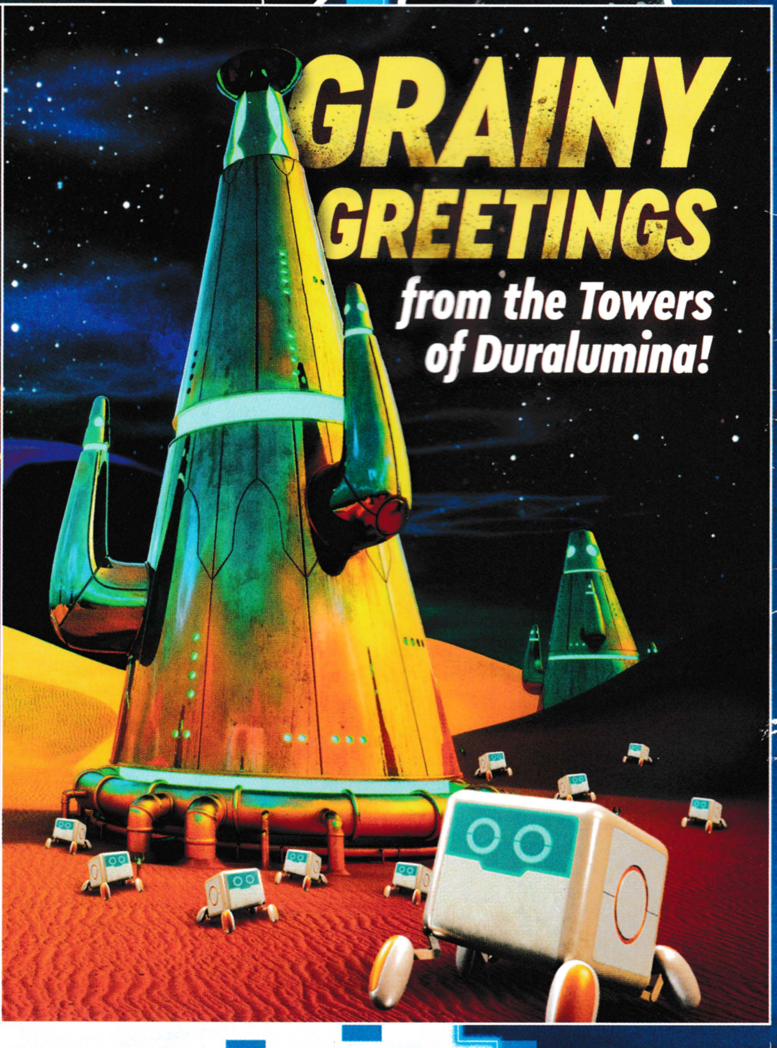
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from the Towers of Duralumina!